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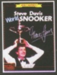
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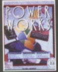
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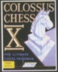
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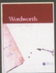
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april '92

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Martyn James
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Karen Neill
CLASSIFIED / PRODUCTION MANAGER
Remzi Salih
PRODUCTION ASSISTANT
Esther Rodd
PUBLISHER
Garry Williams
EDITORIAL & ADVERTISING
071-972 6700

CU AMIGA Offices –
Priory Court,
30-32 Farringdon Lane,
London. EC1R 3AU.
Tel: 071 972 6700
FAX: 071 972 6701
Distribution – BBC Frontline Ltd,
Park House, Park Road,
Peterborough PE1 2TR
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SPECIALS

22 SOUND ADVICE

Sound advice indeed, as CU goes to town on the Amiga music scene. So, if MIDI and sampling are giving you negative feedback, the answer lies here, in our step-by-step guide to Amiga sounds.

108 COMPLEX VISIONS

With the release of *Mathvision*, it could be that barcharts and piecharts are a thing of the past. Fractals meet business usage in this unusual package – but is it a viable proposition?

CHECKPOINT

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Another steady but impressive month for Screen Scene. Team 17's excellent *Project X*, heads our line up, and is supported by the equally-capable *Castles* from EA, and Gremlin's *Daemonsgate*. All this and *Titus The Fox*, too!

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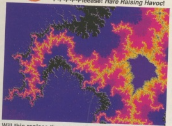
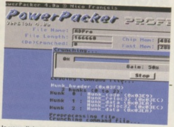
P-P-P-P-Pleease! *Hare Raising Havoc!*



Will this replace the conventional Barchart? We take a look at the unusual *Mathvision* package.

They're creepy and they're kooky, mysterious and spooky. They're altogether ooky. *The Addams Family.*



```
File Name: ADPro
File Length: 166668                 Chip Mem: 486
(De)Crunched: 0                     Fast Mem: 288
0%
                       Gain: 50%
Loading command file...
Hunk_header (0x03F3)
   3 hunks (0 to 2).
Hunk  0 :  Hunk_code (0x03E9)
           Hunk_reloc32 (0x03EC)
Hunk  1 :  Hunk_data (0x03EA)
           Hunk_reloc32 (0x03EC)
Hunk  2 :  Hunk_data (0x03EA)
Preprocessing file.
Crunching command file...
```

Is your disk space getting rather limited? Then allow *PowerPacker 4* to take the strain...

Buying a Hard Drive is one of the most important decisions you'll make. CU looks at two budget options.

GAMES **39 Team 17's** stunning *Project X* heads our reviews, and is armed to the teeth with more missiles and guns than any other blaster. Gremlin are equally well represented, too, with *Daemonsgate*, *Space Crusade* and the *Utopia* Data Disks all faring well. In addition, cutesy fans will savour *Hare Raising Havoc* and *Titus The Fox*.

TECHNICAL **99 HOLD THE FRONT PAGE** Requiring 2Mb memory as standard, *Pro Page 3* is here to revolutionise the DTP worlds – or is it?

103 DRIVING AMBITION Nick Veitch takes IDE's two new Hard Drives for a spin. Are their budget prices false economy or, indeed, a genuine steal?

113 TURNING JAPANESE Is your mastery of the Japanese language limited to pronouncing your 'R's as 'L's and, consequently, isn't velly good? Mat Broomfield looks at a better option.

119 ALTERED IMAGERY There is only one seriously good image pre-processing package on the Amiga and its name is *Art Department Professional.* Nick Veitch finds out what's new in Version 2.0.

121 SELF ASSEMBLY *Devpac 3* is here at last, courtesy of HiSoft, and looks set to become the industry standard. As its assembly times get quicker and the package more efficient, Nick Veitch wonders where the ARexx support is...

125 PACKING 'EM IN Memory too tight to mention? Is your floppy groaning under the strain of so many bytes and bobs? Fret not, *Powerpacker 4* is here to help!

COVERDISKS

Hot on the heels of our 95% review last issue, *Parasol Stars* graces this month's disk with a superb four-level demo for your delectation. In addition to this, we also offer a level from Storm's *Indy Heat* conversion.

On the serious side, we have *Virus Checker 5.40*, which is the most up to date checker yet. Another utility to benefit your machine is *SYS Info 2.57*, which offers a full check on your machine's state of health. Add to these *Sample Maker* and our usual Screen and Tunes of the Month, and you're on to a real winner!

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BUZZ

Tee off with U.S. Gold...

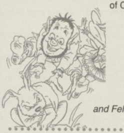
...the 64-bit Amiga gets ever closer, courtesy of Digital...

...Codemasters tend their English Country Garden...

...RIP. The portable is decreed dead...

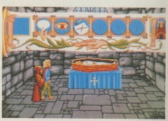
GARDENER'S WORLD

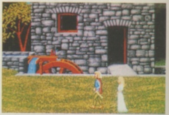
Ever fancied yourself as a Percy Thrower, but the closest you've come to having green fingers was the last time you painted the garden furniture? Well, with the help of Codemasters, a fairy, and a mischievous goblin you can be as green as you like without reeking of white sprite. The Fairy and the Goblin have been set the task of cleaning up a sorcerer's garden which has become over-run with cute creatures. A horizontally-scrolling platform game, the player can make use of the two characters' special skills. Simply rebuild the garden and quell the evil creatures that do their best to ruin the horticulture. Featuring colourful sprites and backdrops, *Grell and Fella* is scheduled for a May/June release.



IFF RETURN

The second title from RPG specialists, Interactive Fantasy Fiction, is *The Hand Of St James*. Set in the days of the sword and long bow, there are over one hundred locations to explore, including monasteries, forests, villages and good old labyrinths. Some of the interactive characters you can expect to meet are hunchbacks, monks and Innkeepers. IFF are only producing a handful of games every year, and plan to make each one as well-crafted and expertly presented as possible. Text is kept to a minimum with graphics and icons used to depict the action and control the characters respectively. The inclusion of 32-colour graphics, numerous musical scores, atmosphere-building sound effects for 1Mb users and an in-game help system, make the game an interesting prospect.





VIRUS ATTACK

Unfortunately, for many people who bought a hand scanner from Power Computing recently, some of the disk supplied with them contained more than just scanning software. A virus seems to have found it's way onto the disks.

Luckily, the virus was spotted very early by an alert member of the public and Power took swift action to ensure that no more virused copies were distributed. In fact, since the virus was a very old version of Lamer, most of the customers who phoned up Power had managed to kill it themselves.

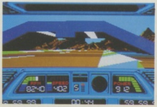
Our thanks to Mr Luxor, a regular reader of CU, who brought this (albeit small) threat to our attention.

AROUND THE WORLD WITH ACTIVISION

Never the ones to forsake detail and geographical accuracy for gameplay, Activision are releasing their answer to The Travel Program called *Bushbuck*. Assuming the role of an archaeologist, you must scour the world for missing artifacts hidden by the villainous Otto von Slinkenrat. The only item in your inventory, though, is a stack of airline tickets allowing you to visit 206 of the world's most intriguing cities, in over 175 countries. The game 'enhances an understanding of global geography whilst celebrating the magical places and diverse cultures that make up the world'. Look out for an April release.

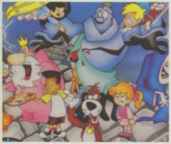
CODE MASTERS HOVER BOVVER

We've seen motorbikes, cars, boats, bicycles, and almost every other racing game known to man, but we've never had a hovercraft racer, until now. With over 20 different tracks and fast-moving solid 3D vector graphics, *Hover Sprint* can be played by one or two players (via a link up), and lets the player choose from four different craft: The Blue Flame, The Streaker 2, The Wolverine, and The Pulsar, all of which have their individual specifications. Codemasters expect a late March release.



POSTSWORTH'S HERE!

If you haven't managed to catch the adventures of Postsworth and Co on Children's television, you're missing the latest kiddy success story. Attracting weekly viewing figures of 5.1 million, it has secured the number one slot for the highest-rating cartoon show on the box. Thus, a computer game is hard on the heels of the first series' success. Featuring five levels of puzzles, animated interludes, and a choice of five different characters to play. Postworth, a cutesy dog, and his human counterparts must find a way to help the ruler of the Dream Zone get a peaceful night's sleep. Hi-Tec are releasing the game, and you can expect to see associated merchandise hit the shops accordingly.



TOO RISKY

One of the most exciting future releases comes with the announcement that Electronic Arts are to release the platform beat 'em/ shoot 'em up, *Risky Woods.* The game features sumptuous console-style graphics and dynamic gameplay to tax even the most ardent fighting hero. A full review is imminent.

EI SPLIT

Entertainment International are launching a new label called Arcade Masters to incorporate their future coin-op and arcade conversions. First out, will be two platform adventures, *Croc Twins* and *Magic Boy,* each incorporating 80 levels of graphic fun. The ultimate aim is to leave Empire free to further establish itself as a strategy/RPG label, the newest additions to which are the strategy war sim, *Campaign,* and their new RPG, *Cyber Space.*

PD MAGAZINE

A new disk-based magazine has been added to the ever-expanding PD circuit. *The Missionary* is heavily biased towards programming tutorials but also encompasses games and exercises. The disk is available from ABOTS PD and information can be obtained by ringing 0302 887332.

RUMOURMILL

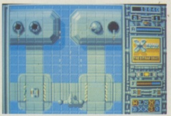
There will be no Model 10 portable Amiga. The $1800 unit designed by Kansas-based Newer Technology and due to be distributed by Briwall has been prevented from going on sale by Commodore. Apparently, Newer Technology denied Commodore access rights to the design of the portable wonder machine and Commodore in turn refused to grant a remanufacture licence for all the Amiga custom chips and ROMs required in the device.

Unfortunately, this looks likely to spell the end of any dreams about a portable Amiga, unless Commodore come up with a unit themselves. No-one is going to spend thousands in R&D just to give away the design. For their part Commodore have streamlined their own R&D operation and have been concentrating on the CDTV and CD-ROM drive, Workbench 2 and the Amiga 300/800 console – no plans for a portable in the near future.

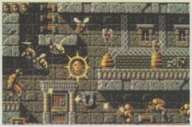
A similar project by German manufacturers Gigatron also ran into trouble roughly a year ago.

COMPILATION SENSATION

Presumed lost in the Mirrorsoft crash, Renegade will be releasing Graftgold's stunning-looking *Fire And Ice* in May. Starring a cute little dog who pootles across a series of horizontally-scrolling levels, the game is 90% complete and should be reviewed next month. Another game scopped from the remains of Mirrorsoft is *Sensi Soccer* , coded – surprise, surprise – by Sensible Software. This is scheduled for a Summer release, though. Whether Renegade have also scooped Sensi's *Cannon Fodder* shoot 'em up is yet to be announced, but Buzz reckons an announcement is imminent.



Finally, the busy Wapping-based company are releasing the *Bitmaps Compilations Volumes 1*and *2.* Renegade are putting together the two packs, the first of which comprises *Speedball 2, Cadaver* and *Xenon,* whilst the second houses *Speedball, Xenon 2* and *Gods.* Although *Volume 1* will be available first, for a bargain price of £25.99, there's no price or release date for *Volume 2* yet.



ENTER THE KNIGHTMARE

Anglia Television's adventure game *Knightmare* is returning for its sixth series. The program will be shown in the autumn of 1992 and is looking for new contestants to patrol the electric catacombs and solve the fiendish puzzles. If you and three friends are interested in participating and are still under sixteen years of age on the first of August, further information and an application form phone Broadsword TV on 0603 615151.

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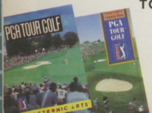
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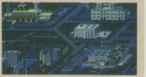
BUZZ

MARIO TO HIT THE AMIGA!

Unfortunately, though, not in a conversion of his excellent Nintendo platform games. Instead, Mindscape have secured the rights to produce a series of 'Edutainment' packages starring the little Brooklyn Plumber. It's too early to say what form these utilities will take, but we imagine that Mario will act as a guide as the user peruses a series of options. The first of the packages is pencilled in for a November release, but we'll have more news soon.

BLUES TWO...

Those errant musicians, Jake and Elwood, alias The Blues Brothers, are due to appear in a follow-up to their hit Titus platformer. *The Blues Brothers II* is currently underway at Titus's French base, with ideas currently being tested for feasibility. With Titus's newie, *Titus The Fox*, currently reusing several of the original game's ideas (such as the box-lobbing elements and the platform basis), we doubt whether the sequel will follow the same pattern. One of the neatest ideas is regarding a driving game, with the Brothers belting across Chicago from gig to gig, but whether this will be able to stretch into a full-price game is doubtful. As soon as there's anything concrete to be seen, you'll read it here.



SIM BODY, SOMEWHERE...

With French developer, Maxis, releasing *Sim* games covering virtually every aspect of life, word reaches us that they are preparing *Sim Body* – an everyday story of life within a human body. Quite what form the action will take is anyone's guess, but with hormone activity and blood corpsules battling away in the body, perhaps it will involve acne, warts and other such pleasantries. Our guess, though, is that it will involve battling disease and creating immunity from bacteria – the game Electronic Zoo's *Germ Crazy* should have been, perhaps? Whatever the result, it will presumably be released through Ocean sometime this year.

Of course, this makes us wonder what's next. *Sim Egg* – the every day story of an ovum? Or maybe even *Sim Maniac*, where the player follows the adventures of a psychopath. The mind boggles...

BUZZ

US GOLF

After wowing golf players on the PC, US Gold are set to transfer their digitised epic, *Links,* over to the Amiga. The game's digitised courses, players and landscapes accounted for most of the interest shown in PC *Links*, as the gameplay was hindered by redrawing the entire screen after every shot. Hopefully, the Amiga version will overcome this problem. Until next month's review, though, we'll have to wait and see.

VIRTUAL JUSTICE

Virtual reality systems have made a court appearance for the first time – where else but California. Alec Jason, an expert in ballistics, put together a 90 second computer generated virtual movie to demonstrate the murder of Artie Mitchell, allegedly shot by his business partner.

The counsel for the defence protested that technology was being used to artificially create events which may not actually have occured. Nevertheless, the case continues.

PRODRAW 3

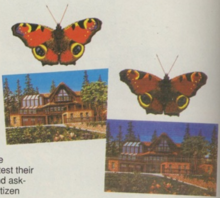
ON THE WAY

Next in the current series of Gold Disk updates is *Professional Draw*, the structured art package. New features will include ARexx support, graduated fills and a hot link to Professional Page 3.0 (reviewed elsewhere in this issue). Sounds sexy, look out for a review soon.

BETTER SCREEN DUMPS

Citizen have launched a printer driver replacement system for the whole range of Citizen printers. Called the Citizen Print Manager, the aim is to drastically improve the print quality obtained from even the humblest printer and to give a more accessible and flexible user interface.

The best results are with colour printouts where the gamma correction and anti-banding effects come into play. 'The brightness and intensity of the colours produced are unrivalled by any other printer on the market', claim Citizen. You can test their claim by calling 0800 444276 and asking for your FREE (yes, free!) Citizen Print Manager disk.



BIGGER, BETTER, FASTER

Digital, well-known manufacturers of mainframe equipment such as the VAX, are currently testing their new RISC superchip. The Alpha is a 64-bit processor (the Amiga's 68000 processor is only 16-bit) which, claim Digital, can achieve speeds of up to 300 Mips (million instructions per second) at a clock frequency of 150MHz.

Alpha chips have already been ordered for the first generation of Cray Research's parallel computers (due to go on sale in 1993) but it may be some time before we see an Amiga invested with such power. The first problem is that the chip produces 30 watts of heat, about the same as a dim lightbulb, which would melt away the plastic casing. Secondly, the Alpha is being tentatively priced at $1500.

FASTEST CD EVER

Hitachi have just announced the release of a sub 300 millisecond CD ROM drive. This is an important advance as the speed of data transfer is critical to multimedia applications, especially those which are trying to use real time video animation.

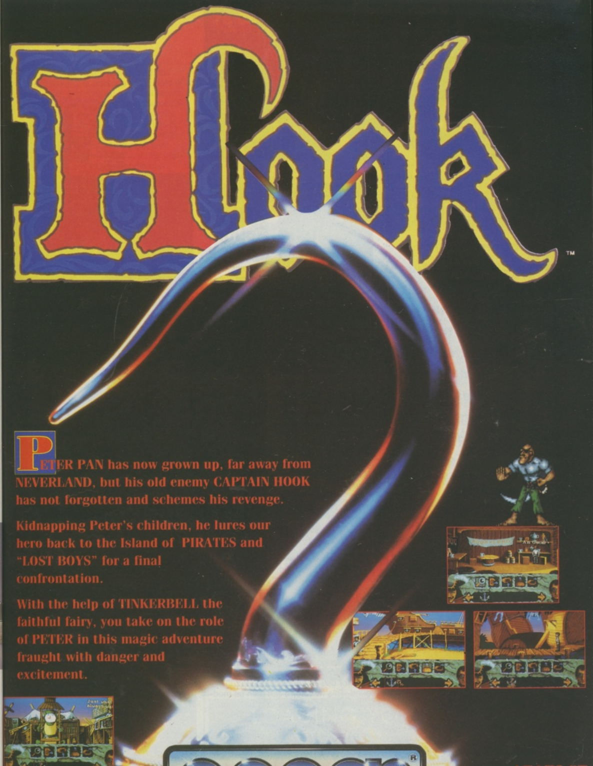
The CDR-3750 is a standard SCSI device and so can be connected to any Amiga with a SCSI port. Cards or expansion ports are available for the Amiga and some hard drive owners may find that they have SCSI capability already, as it is an option on most Hard drive controllers.

To find out more call Hitachi on 081 849 2085.

NEW STAR

Star have just launched the successor to the old LC24-10 printer, probably the most popular 24-pin printer amongst Amiga owners.

The new LC24-20 will print at speeds up to 210 characters per second and is the first of the Star range to incorporate their new 'panoramic' LCD display feature. Auto emulation change (AEC) is another potentially useful feature, whereby the printer analyses the data being sent to it and then decides which industry standard printer you think it is. Star are on 0494 471111.



PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.

ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

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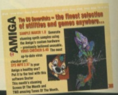
More game demos and utilities than you can shake a very large stick at, as the CU Collection unveils the likes of Parasol Stars and an Amiga MD...

30 31

COVER DISKS


AMIGA

The CU Coverdisks – the finest selection of utilities and games anywhere...

SAMPLE MAKER 1.0 Generate stunning synth samples using the Amiga's custom hardware – previously believed unusable.

VIRUS CHECKER 5.40 The most up-to-date virus checker yet!

SYS INFO 2.57 Is your Amiga a healthy one? Put it to the test with this software Doctor

This month's stunning Screen Of The Month and TWO amazing Tunes Of The Month.

ON YOUR DISKS

Another month, another selection of top quality utilities. This month we provide the latest and greatest virus checker, and the most up-to-date version of *SysInfo* – which lets you check that your Amiga is in A1 condition. Music makers will find *Sample Maker* invaluable for creating Synth Sounds for use in programs such as *MED* and *Future Sound*.

On the games side, we have four levels of Ocean's 95%-awarded *Parasol Stars*, plus a playable level from Storm's *Indy Heat* conversion.

DISK 30

CU
AMIGA
COVER
DISK
30
Listen to the Unearthed Tune "Fossil1zed"

SCREEN OF THE MONTH

Created by Mark Thomas of Ponthir in Newport, 'Fishy' demonstrates how effective half-brite interlace mode can be. The impact of his work is also increased with the central image left uncluttered by unnecessary backgrounds. The unusual choice of subject matter, combined with a great sense of motion assured Mark of victory. There's a subscription on its way.

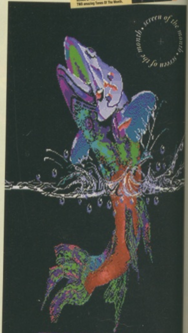
TUNE OF THE MONTH

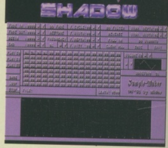
Competition was especially hot this month, but the honours were taken by Ronan Pearce of Ardilea in Ireland. He sent in eight tunes, and they were so good we felt impelled to put two on the disk. The first is called Fossilised, can be heard whilst the disk is loading. The other is for 1Mb owners, and is loaded from the main menu. It takes about thirty seconds to decompress, so be patient. For more information on this talented musician, check out the lead featur on page 22.

SAMPLE MAKER 1.0

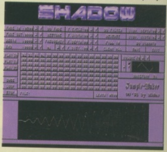
If you want to create your own samples, but are on a tight budget, this is the solution.

Sample Maker lets the user create synth samples generated solely by the Amiga's custom hardware. These occupy less memory than their sampled equivalents, but their normal lack of quality previously made them unusable – but no longer. *Sample Maker* offers one of many basic or complex waveforms for use as the basis for your sound. This waveform can then be modified in a variety of ways to create more original effects. Each sound is divided into 128 parts, and a different waveform can be used for each, thus creating a composite which can be as subtle or abrasive as you like. Once a sound has been defined, a further range of effects can then be applied, including filtering, fading and vibrato (which makes the sound pulsate). The sounds can also be saved for use in packages such as


screen of the month • screen of the month



Until now, samples made using the Amiga's custom hardware have been unusable due to a lack of quality.



IF YOUR DISK WON'T LOAD?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on: (0443) 693233. Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

30 31

Sonix, *MED* and *Future Sound*.

Once the program has loaded, the current waveform appears to the right of the screen, and clicking on the adjacent up/down arrows will alter it. In the centre of the screen are 128 boxes, which initially display '00'. Reading from right to left and top to bottom, these represent the parts of a sample, and each can contain a different waveform if required. Click on any box to transfer the currently-selected waveform to that part of the sample. As you do so, the sample will be displayed as a waveform in the black window at the bottom of the screen.

To listen to the sound, click on one of the three 'play' buttons. Each of the ascending buttons plays at a higher octave, and if you want the sound to last longer, click the 'Loop' button to play it continuously.

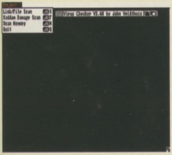
Three effects can be added to the sound: fade, filter and vibrato. Each of these has separate panels to specify how acutely the effect is applied. For example: to add a fade, use the fade in, fade out, begin and end buttons to define it, then click 'do fade' to actually alter the sample. Then, to save your sound, simply select the 'Save' box and give the sample a name and device name in the box which appears.

Longer instructions are given at the start of the program. Once you've flicked through this using the left mouse button, press the right mouse button and the program will load.

VIRUS CHECKER 5.40

As new viruses appear on a monthly basis, the need for regularly-updated virus checkers becomes apparent. *Virus Checker 5.40 (VC)* is the latest, and checks for more viruses than any other. What's more, it's extremely easy to use.

When it loaded, it automatically checks the current drives for infected disks, informing you about its current activity in a small bar near the top of the screen. Because there are several classifications of virus, the program has to be used twice per disk to provide a complete check. Boot viruses are the simplest type, and these can be hunted by inserting a disk whilst *VC* is loaded. It will then check the boot-block, and spot if anything is amiss. If it encounters an unknown bootblock, it will give you the option of installing a standard one over the top of it or will learn the new boot block. Be warned! A non-standard bootblock does not necessarily mean a virus. Many commercial programs use non-standard boot-blocks, and these will be permanently destroyed if you install a standard one on top of them. If in doubt, don't take the chance, as we can't be held responsible for any damage that may occur.



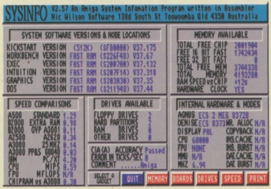
By selecting 'Learn', *VC* will remember an unknown boot-block, and will treat it as safe if it encounters it again. You should take care not to make the program learn boot-blocks that you're not sure about, though, as it could be a virus.

The other two classifications of virus – link/file and Saddam viruses – can be checked from the *VC* menu. Click on the *VC* title bar to activate it, and press the right mousebutton before selecting 'Link/File scan'. You'll be prompted to enter a device name for the drive which needs checking. Click 'Check Drive' and the disk in the specified drive will be checked. If a virus is encountered, it will automatically be removed provided the disk is unprotected.

Because many viruses are also memory resident, there's also a 'Memory Scan' option which lets you check that the memory is clean.

SYS INFO 2.57

This great program will tell you everything that you could possibly want to know about your Amiga, ranging from the type of chips it's using, to the speed of its memory. On loading, you'll be greeted by an information screen showing the most frequently-needed



```
SYSINFO V2.57 An Amiga System Infomation Program written in Assembler
        Nic Wilson Software 138d South St Toowoomba Qld 4350 Australia

SYSTEM SOFTWARE VERSIONS & NODE LOCATIONS
KICKSTART  VERSION  (512K)   ($F80000) V37.175
WORKBENCH  VERSION FAST RAM ($226F48) V37.67
EXEC       VERSION FAST RAM ($2007A0) V37.132
INTUITION  VERSION FAST RAM ($207F14) V37.318
GRAPHICS   VERSION FAST RAM ($203A30) V37.35
DOS        VERSION FAST RAM ($211948) V37.44

MEMORY AVAILABLE
TOTAL FREE CHIP  2001904
FREE 16 BIT FAST 1742434
FREE 32 BIT FAST       0
TOTAL FREE MEM   3744338
TOTAL     MEMORY 4193280
RAM SPEED vs CHIP +12%
HARDWARE   CLOCK YES

SPEED COMPARISONS
A500      STANDARD 1.29
B2000    EXTRA RAM 0.98
B2000    GVP A3001 0.11
A2500        A2620 0.34
A3000        25MHZ 0.14
A3000 PP&S   68040 0.03
IBM          PC/XT 4.20
CPU           MIPS 0.59
FPU         MFLOPS N/A
CHIPRAM vs A3000   0.30

DRIVES AVAILABLE
FLOPPY DRIVES    2
HARD PARTITIONS  2
RAM    DRIVES    0
OTHER  DRIVES    0

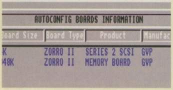
CIA(A) ACCURACY     Passed
ERROR IN TICKS/SEC  0
COMMENT      ......Amiga

INTERNAL HARDWARE & MODES
AGNUS   ECS 2 MEG 8372B
DENISE  ECS 8373  WR. ALLOC  N/A
DISPLAY PAL       COPYBACK   N/A
CPU     68000     INS.CACHE  N/A
FPU     NONE      INS. BURST N/A
MMU     N/A       DAT.CACHE  N/A
MHZ     6.94      DAT. BURST N/A
```

The Amiga equivalent of a regular check-up, *Sys Info* offers a complete study of your Amiga's performance. Among its many options, it can check the machine's memory, boards, and drives for any anomolalies.

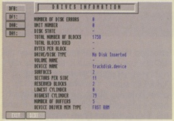
LOADING YOUR DISKS

Simply insert the disks into your Amiga's internal drive and they will boot automatically. On loading, each disk will reveal a menu which details the contents of the disk. Simply press the function key relevant to the package you wish to use and it will load. If it fails to do so, turn the machine off for fifteen seconds before rebooting the disk. In addition, remove any external cartridges, drives and printers if any further problems occur.



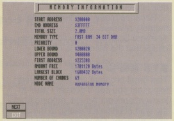
```
AUTOCONFIG BOARDS INFORMATION
oard Size  Board Type   Product        Manufac
K          ZORRO II     SERIES 2 SCSI  GVP
48K        ZORRO II     MEMORY BOARD   GVP
```

All the utility's options are shown in list form.



```
DF0:   DRIVES INFORMATION
DF1:
DH0:   NUMBER OF DISK ERRORS     0
DH1:   UNIT NUMBER               0
       DISK STATE                -
       TOTAL NUMBER OF BLOCKS    1758
       TOTAL BLOCKS USED         -
       BYTES PER BLOCK           -
       DRIVE/DISK TYPE           No Disk Inserted
       VOLUME NAME               -
       DEVICE NAME               trackdisk.device
       SURFACES                  2
       SECTORS PER SIDE          11
       RESERVED BLOCKS           2
       LOWEST CYLINDER           0
       HIGHEST CYLINDER          79
       NUMBER OF BUFFERS         5
       DEVICE DRIVER MEM TYPE    FAST RAM
EXIT
```

The speed of your machine can be checked, too.



```
MEMORY INFORMATION

START ADDRESS      $200000
END ADDRESS        $3FFFFF
TOTAL SIZE         2.0MB
MEMORY TYPE        FAST RAM  24 BIT DMA
PRIORITY           0
LOWER BOUND        $200020
UPPER BOUND        $400000
FIRST ADDRESS      $225300
AMOUNT FREE        1701120 Bytes
LARGEST BLOCK      1600432 Bytes
NUMBER OF CHUNKS   69
NODE NAME          expansion memory

NEXT
EXIT
```

The equivalent of your Amiga saying 'Ah!'

information. At the bottom of this screen are six buttons which offer access to other types of system check:
Memory – will tell you the location and type of memory available in your Amiga.

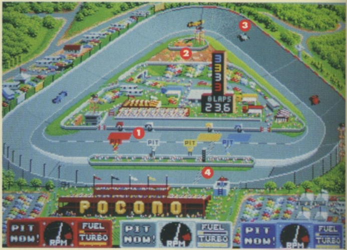
Boards – tells of any extras, such as PC emulators.

Drives – gives detailed information on any drive currently connected, and clarifies the status of any disks in them.

Speed – runs a diagnostic check on the processor speed of your Amiga, giving the comparative output at the bottom left of the screen.

Print – outputs a summary of the current system information to the printer (via prt:).
Select Quit to leave the program.

PLEASE NOTE: If you want to use the printer option, load the program via Workbench. To do this, load your Workbench disk, before inserting your coverdisk. Double click on the CU30 icon, then again on the Sysinfo icon. The program will then load with the print option enabled.



DISK 31

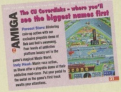
INDY HEAT

Another addition to the lengthy list of *Supersprint* clones, *Indy Heat* features some of the most torturous tracks you could ever expect to see. The coin-op sequel to *Iron Man Stewart's Super Off-Road Racer*, *Indy Heat* is viewed from above the detailed circuit, with the four racers waiting on the starting grid. Pressing forward on the joystick accelerates your chosen vehicle whilst the directional controls steer it. Meanwhile, two other players can participate using a second joystick and the keys.

Our disk features the first track, and opens with a vehicle selection screen where the players can choose and equip their cars. Higher performance can be gained by buying tyres, engines, and the like, and your speed can be boosted further by purchasing nitro canisters for that little extra 'oomph'. The race takes place over four laps, and the basic idea is to career around the track in as short a time as possible, whilst keeping an eye out for the cash bags and extra nitros which appear randomly. In addition, there are a couple of sneaky short-cuts for the eagle-eyed racer to find.

As you wind your way past the other cars, damage is incurred and you may need to effect repairs in the pitstop for a while. Whilst this does waste time, each car will have to come in for repairs after a while, and a dishonest driver may be inclined to knock their opponent out of their pits with a crafty shunt...

The first boy-racer to complete the predetermined number of laps and



AMIGA

The CU Coverdisks – where you'll see the biggest names first

Parasol Stars: Blistering coin-op action with our exclusive playable demo of Bub and Bob's swansong. Four levels of addictive platform lunacy set in the game's magical Music World.
Indy Heat: Manic race action, as Storm offer a playable demo of their addictive road-racer. Put your pedal to the metal as the game's first track awaits your attentions.

31

Road To Nowhere...

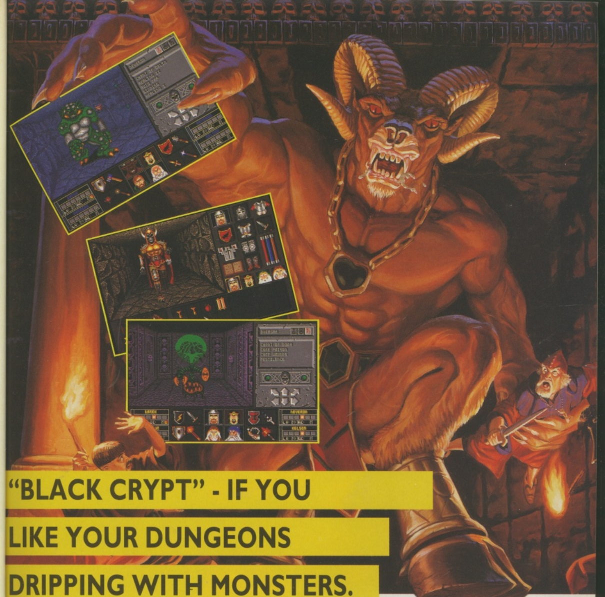
Our one-level demo features the basic ring track, but there's plenty to see and do...

① The Pits – stop here for essential repairs. Whenever your car so much as touches their colour-related square, it's automatically dragged in for repairs, so be careful if using the space for a short cut. In addition, whilst passing through, remember to give your opponents a quick push start!

② Short Cuts – these may not be immediately apparent, but by slipping between trees or building, a useful advantage can be gained over your not-so-daring opponents. Be careful the grass between doesn't slow you down, though.

③ Your Opponents – a wily bunch, who are of equal intelligence and skills to yourself. As you get better, so do they. But their tricks get dirtier...

④ Start/Finish Line – marks the start of the race, the end of a lap and, indeed, the end of the race.



"BLACK CRYPT" - IF YOU LIKE YOUR DUNGEONS DRIPPING WITH MONSTERS.

The "Black Crypt" ™ positively oozes with twenty five of the most hideous and despicably cunning monsters.

They await you in a dozen plague-ridden interconnecting dungeons, on 20 spell binding levels.

The most heinous among them is the Dark Lord Estoroth, who, many centuries ago, had been banished from the land by four Guardians with awesome supernatural powers. In the process, the Guardians and their weaponry had been lost.

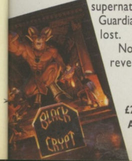
Now Estoroth is back, seeking a ghastly revenge against a defenceless people.

Your task is to lead an intrepid band of adventurers to retrieve the mystical artifacts that may hold the power of the four Guardians and provide your only chance of saving the world from evil.

The "Black Crypt" is the most electrifying fully animated dungeon adventure, with exceptionally detailed rotating point-of-view perspective.

It features real-time combat and spell-casting, all in 64 colour extra half-brite Amiga graphics.

But be warned, you enter this breeding ground of evil at your own peril. And hopefully not on a full stomach.



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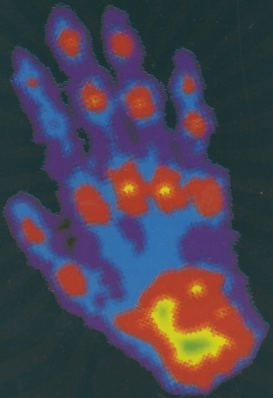
the bitmap brothers

★

xenon

cadaver

speedball 2



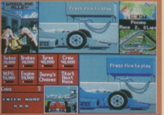
volume 1

STREETDATE: APRIL £25.99

COMMODORE AMIGA & ATARI ST

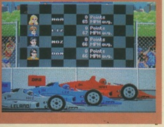
C1 METROPOLITAN WHARF WAPPING WALL LONDON E1 9SS

THE TOTAL PITS


GASOLINE ALLEY
Press fire to play
NEXT
Pocono
Race 2, 6 Laps
Turbos 30,000
Brakes 30,000
Tyres 40,000
Crew 40,000
MPG 50,000
Engine 50,000
Donny's Choices
Start Next Race
Coins 3
ENTER NAME
Press Fire to play

Before the race begins, 'Iron Man' himself offers advice regarding spares for your car. *Indy Heat*'s shop has more car-related goodies than Halfords, and allows you to buy speed-boosting nitros, better grip tyres, and more powerful engines – cash permitting, of course.

Careering around the circuit can cause untold damage to your fragile vehicle, and the occasional respite at the pits is recommended. However, valuable time is wasted whenever a stop is necessitated, so whenever your opponents take a break, slam into them to knock them out of the repair shop and back in the race!

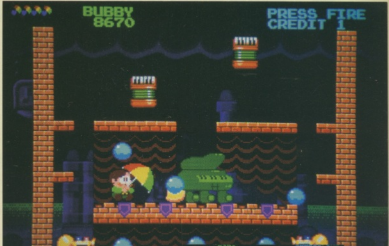

0 Points 65 MPH avg.
0 Points 67 MPH avg.
0 Points 66 MPH avg.
0 Points 66 MPH avg.
LELAND

make it past the finishing post is the winner, and will earn a considerable reward. The demo will then restart – you'd better get the bubbly on ice...

PARASOL STARS

Having freed the people of *Rainbow Islands*, *Parasol Stars* follows Bub and Bob's fortunes as they once again battle the forces of evil - and our disk features a taster of what to expect. Scoring a massive 95% last issue, *Parasol* Stars is a mixture between *Bubble Bobble* and *Rainbow*, with the bubble and rainbow weaponry of the first two games replaced by the parasols of the title.

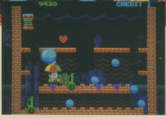
Our demo contains four levels from the first world, and pits you against the renegade inhabitants of Music World.

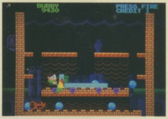

BUBBY 8670
PRESS FIRE CREDIT 1

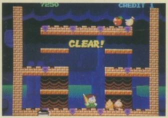
One or two players can play our demo, and will assume the roles of Bub and Bob respectively. Using a joystick, the little heroes must be guided across the platform-laden screens whilst avoiding contact with the assorted trumpets, pianos and accordions who plod towards you. If, however, a nasty gets too close, simply press the firebutton to sweep them up on top of your brolly and fling them across the screen. In addition to killing anything in their way, the deposed nasty will also turn into a bonus goody awaiting your attention. As well as killing the nasties by flinging them around, both Bub and Bob can lob each other around the screen or use them to collect water globules which, when six are amassed, create a massive water ball which can be used to flush out any errant creatures.

A screen is completed when all the nasties within have been killed. Bub and Bob will then have a few scant seconds within which to gather as many of the remaining goodies as possible. After this, they are whisked away to the next area, where even more weird and wonderful bonuses and creatures await you...

IMPORTANT! **Whilst every attempt is made to ensure that the contents of the coverdisks match the details given on the labels and in the magazine, we cannot be held responsible for any last-minute changes. In addition, although our disks are also checked thoroughly for viruses, we cannot be responsible for any damage caused by the contents of the disk. If you have problems regarding your disks, please DON'T call the CU Office as there's very little we can do. Instead, ring PC Wise using the number listed in the WONT LOAD? panel. Thank you.**


9430
CREDIT 1

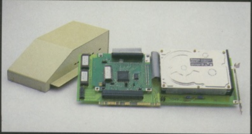

BUBBY 9430
PRESS FIRE CREDIT 1


7250
CREDIT 1
CLEAR!

Water, Water, Everywhere...

Water drips fall periodically from above, and Bub and Bob can use these to their advantage. As well as collecting them individually and throwing them across the screen to clear any oncoming nasties out of the way, by gathering six on your brolly, a massive ball of water is built up. Pressing fire will then release it, sending a stream of water across the many ledges, sweeping up anything in its path - as seen in *Bubble Bobble*.

HIGH QUALITY



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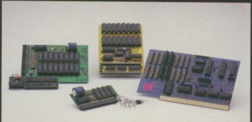

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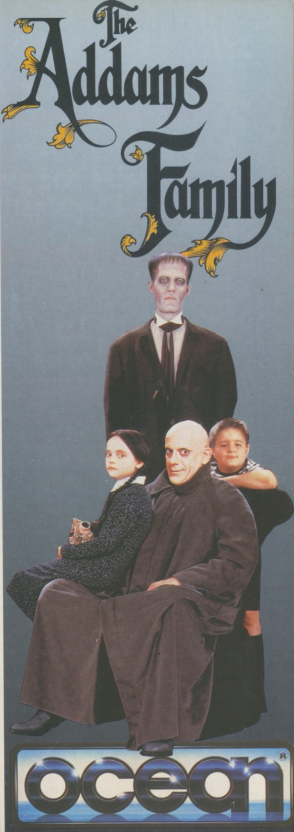

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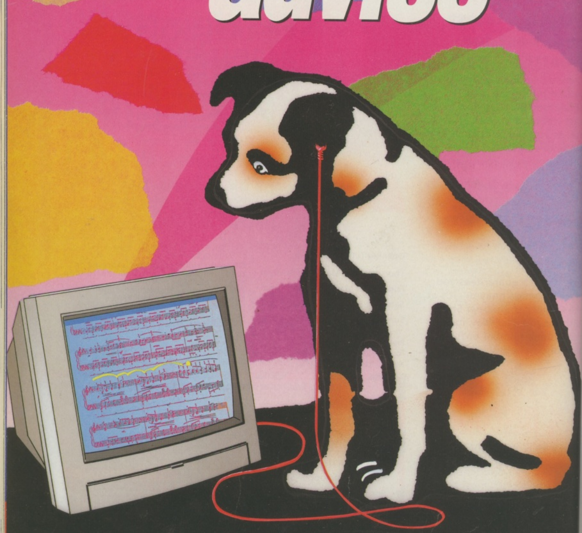


PART 1

LET THERE BE SOUND

The first home computers had no sound capability at all. Many of those around today still have little or none. This is a shame, as to some people good sound quality is as important as 256 colours in hi-res mode. Still, we mustn't dwell on the misfortune of others. The Amiga's excellent sound capacity is largely thanks to the Paula chip. Instead of just bunging in a programmable voice generator which modulates a sine wave, the Amiga has what amounts to an 8-bit DAC (Digital to Analogue Converter). So the basic unit of sound on the Amiga is not a set of envelope instructions, but a sample and the way to obtain new sounds is by sampling

SO WHAT IS SAMPLING?

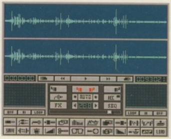
Sampling is a method of examining a waveform at very small intervals (typically 16000 times a second) and storing a digital representation of the waveform at these points in memory or on disk. All computers are capable of this, but where the Amiga comes into its own is by the use of the special soundchips allowing you to play back the samples at very high quality. After all, no matter how high the quality of a 44.4kHz sample, it's not much use if it sounds like a frog in a wet paper bag when you replay it!

At present, the Amiga is only capable of replaying 8-bit samples. This means that, no matter how high the sampling rate and no matter how good you can get the Signal-to-Noise ratio, you aren't quite going to achieve CD-quality audio from your Amiga – unlike the dedicated serious-cash sampling hardware from the likes of AKAI, Ensoniq and Roland. But don't get too disappointed, as it may soon be possible that we'll see 16-bit Amiga sound hardware become a reality. After all, it was 8-bit sampling technology that brought success to the likes of Frankie Goes To Hollywood and The Art Of Noise. In fact, all samplers superimpose their individual 'feel' to the sounds they produce, and the Amiga sounds better than the original 8-bit Fairlight machines which used to cost about £13000!

You may think to yourself 'why bother sampling things when there are plenty of sounds available by taking apart tunes-of-the-month and doing the rounds on the PD circuit'. The major reason is quality. In the search for more and more samples to pinch from various places, you'll rarely come across a bass drum sound that isn't 35% hiss, and it's a rarer occasion when you'll encounter a brass sound that doesn't sound like it's been ripped from *Lemmings*. Quite simply, you can do much better, providing you have access to a sampling hardware/software package of some description. I use *Mastersound* härdware and run *Audition 4*, but similar results can be achieved via just about any combination.

The first thing to remember when trying to create your own samples is the 'GIMGTYMTO rule – an acronym of 'Garbage In – More Garbage Than You Might Think Out'. Meaning that, even if you think any given sample is pretty much hiss or noise free, by the time you stick it through *OctaMED* or *Soundtracker* with a dozen other samples, each with their own 'little bit of noise that doesn't really matter', the resulting ensemble can end up sounding like Extreme Noise Terror on acid.

WHERE TO SAMPLE



Consequently, there are only two sources to seriously consider sampling from. The first is using a high-quality microphone (for 'high quality' read 'costs a bit more than the £4.95 ones you can get at Tandy') to capture the sound of an acoustic instrument. Obviously, there has to be a point where someone does this, otherwise there would never be any samples of orchestras, pianos and the like, but my advice is to leave it to people with the sort of money to hire out a professional 24-track recording studio for a few weeks to get it right (sampling pianos is notoriously difficult), and stick to the second acceptable sampling source.

The second source of action is to sample direct from CD. Several specially-recorded CDs are available specifically aimed at samplers, and many commercial recordings have tracks from which percussion sounds and, other instruments can be obtained – although you must remember that despite the proliferation of stolen sounds in the pop charts over the last few years, it is still technically illegal to sample other peoples' material unless they explicitly give you permission. It is worth noting here that many sound-effect type CDs, such as those produced by the BBC, are not copyright free – the sounds remain the property of the manufacturer, making you wonder what sort of person buys a sound-effect CD just to put it on and play at home for listening enjoyment!

The same cannot be said of samples, which are positively identifiable as having come from a specific recording artist. Some artists don't seem to mind (James Brown hasn't complained too much about 'Funky Drummer') but some get very stroppy about it, such as the case in 1987 when the Justified Ancients of MuMu (aka The KLF) were forced to burn all existing copies of their first album as a result of a court action started by Abba, who weren't at all keen on the inclusion of a lengthy sample from 'Dancing Queen'.

Legal niceties aside, remember to keep noise to an absolute minimum by ensuring the CD signal level is at a suitable level. Too high and you get distortion problems; too low and you get problems with noise build-up as your sampling software tries to compensate for the incoming signal level.

HOW TO SAMPLE

The major consideration at the software end of the quality chain is the sampling rate. Typical rates vary between 4kHz and 44kHz, with 16 KHz the most favoured rate. There is a trade-off here between quality and the size of the sample produced – it can be annoying to create a perfect snare sound only to find it occupies 25K of memory/disk space!

However, memory can be saved without too much deterioration in sound quality by sampling at a high rate and reducing the rate using the software's 'resample' option – in fact, bass sounds can ➢

SOURCES FOR COURSES The major problem facing would-be Amiga sample experts becomes apparent: not sound quality or the four-channel play-back restriction, but that of just what to sample. It soon becomes clear how hard it is to get good-quality samples from normal sources. Luckily, help is at hand in the form of either specially-produced sample CDs or in the guise of presampled disks.

One such example of the former variety of helping hand is *Pascal Gabriel's Dance Samples* – the first in the HitSound Producer series of CDs from The Advanced Media Group. Containing over 1000 different samples of varying degrees of usefulness, they have been compiled from the personal sample library of Pascal Gabriel, a dance musician and producer who has worked with the likes of S'Express, Bomb the Bass, and New Order.

Five tracks of digital data are provided for downloading into AKAI S1000/S950-dedicated samplers. Before you start getting any bright ideas that this seems a lot simpler than using Amiga sampling packages – but remember the AKAI machines cost about £1000 and that you can't play *Lotus Turbo Challenge* on them.

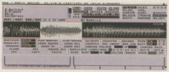
In addition to instrument and percussion sounds, the disk includes high-quality percussion and rythym tracks, although the opening 'Crackly Loop' is just that. Also included are various short vocal hooks mostly of the 'Ooh' and 'Aah' variety, and other vocal sounds found on most dance records. Most of the sounds are fairly new, the only exception being 'Stressed Out' which first appeared on Raze's 'Break For Love' and countless others. The drum sounds provided are wide ranging, from very early boom-chikka-chikka to very ambient-sounding percussion, and if you can't find a bass drum sound you like from those available, then you don't like music.

Many of the synthesizers which have been sampled are referred to explicitly with 'Famous Names' including PPG and Juno getting a look in. Several of the synthsounds take the Amigas sound chips to the limit, with 'Coneblower' being the most notable.

Most of the sounds are mono, apart from those recorded using the RSS system. Roland Sound Space is a new audio process developed by Roland to allow sounds to be positioned and moved within a 3D soundfield. You must sample in stereo to get it to work, and it won't work through headphones (but wearing headphones to listen to the extreme stereo separation of the Amiga's output is for masochists, anyway). The effect varies from sample to sample, but is occasionally quite spectacular. The RSS samples can be used to provide a real sense of 'space' in the final mix, but since they tie up two of the Amiga's sound channels, they're only worth considering if you're using other instruments as well.

Even if you already have a drum machine, the chances are that it will be restricted to the usual bass, snare, toms and cymbals. The solution is provided here in the form of the exotic percussion loops which can be used to great effect, adding loads of atmosphere to an otherwise rubbish tune. If you're serious about using your Amiga as a sampling instrument, then this sort of sound source is definitely the way to go, and provides a welcome relief from my long-standing problem of how to obtain a decent version of the drum-loop used on Soul to Soul's 'Keep on Movin' without 50ms of female vocal creeping in at the end of each loop!

Fans of early 80s industrial noise bands such as Test Department and Einsturzende Neubaten are also catered for with sounds such as 'Radiator 1-16' and 'Electro Kitchen'. My only gripe is the lack of a decent Italo-House piano sound, but I suppose you can't have everything.



sound advice

be improved using this technique. All the sampling packages I have used allow the user to edit the sample currently in memory. You can use this feature to chop off bits of noise and silent areas from the beginning and end of your sample. Most have fading effects that allow you to cut an overly-long sample down to a more manageable size, and still keep a natural-sounding ending. Most will also allow you to loop various parts of the sample, creating the effect of a long sample but using the memory requirements of the short original.

Another option often provided is the ability to mix two samples together. This is one of the most useful tools for creating professional-sounding samples. For instance, almost every bass sound can be greatly improved by mixing it with the same sample played an octave higher, giving a much 'fatter' analogue synth-type sound. Alternatively, if you sampled a decent major or minor chord from somewhere, you can create a range of different chords by mixing the chord sample with itself played at a different rate – for instance, if you mix a major chord with a minor chord played four semitones up, you get a major 7th.

Before long, you'll build up a decent sample library. Separate your samples into drawers of different categories of sample (one drawer for bass sounds, one for percussion, and one for guitar sounds, for example). In the interests of space, and ultimately quality it's always a good idea to delete sounds that are too noisy. Otherwise, there's always the temptation to use them, and many potentially good tunes are spoilt by a hissing sample.

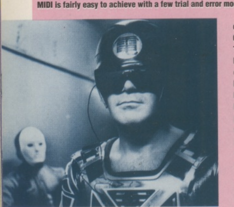
With a bit of imagination, the Amiga is capable of stunning stereo sample effects. It's possible to create stereo samples even if you don't have a stereo sampler as long as your software is up to it. You can usually copy a mono sample to both sides of a stereo one, and process the left and right channels slightly differently, thus creating the stereo effect (fading in from the left channel and out from the right creates a right-to-left panning effect), and applying a different amount of chorus or flanging to each channel of a chord sample can create a thick, ethereal sound if you're lucky !

FLOPPY NOISES **One way of obtaining professional-quality samples is by taking them from special CDs, such as the Zero-G Datafile 1 *Breakbeat* collection of disks, five floppies produced by Eddie Stratton, the man behind various dance hits recorded under such names as 'Man Machine' and 'Jack'n'Chill'.**

Each disk contains 10–15 IFF format Amiga samples which vary in size from 8000 to 100000 bytes. The 70 or so samples provided here are taken from the equivalent Zero-G Datafile CD which contains about 1000 sounds, and all but five of the samples are drum and percussion loops.

The samples are very professional sounding, even when played through the super-sub-miniature loudspeaker contained in most monitors. However, the lack of any actual instrument sounds on the disks means that you must already have an existing sample library, or you intend to use your Amiga as a rytyhm unit in conjunction with other MIDI equipment.

The drum loops have all been very professionally prepared, with the Signal to Noise Ratio kept as high as reasonably possible in an 8-bit sampling environment, and all the loop start and end points have been well thought out. I didn't come across any major looping problems even when playing the samples well outside of their intended range, and timing wasn't a problem with any of the software I used (*OctaMED*, *Music-X*, and *Sequencer One*), and glitch-free synchronisation with MIDI is fairly easy to achieve with a few trial and error modifications to the tempo.



Almost all the rhythms are of the dance variety, although Swing-Beat and 6/8 rhythms are few and far between. Thus, if New Jack is your thing you may be disappointed. The 4/4 rhythms concentrate mainly on the Hip-Hop and R'n'B/Acid Jazz grooves, with House and Hardcore rhythms also represented. However this does limit their use in the production of original- sounding material somewhat. In addition to the rytyhm samples, there are also five vocal hooks and effects contained in the 'DEMO' drawer on disk five. Although these are again very professional sounding and provide a change to the percussion, they could hardly be described as original ,with the 'Ooh-la-la' from Dee-light's 'Groove Is In The Heart' and C&C Music Factory's 'Everybody Dance Now' being far too obvious to use again on original material.

These disks make a good addition to an existing Amiga/MIDI instrument set-up, but if you are wishing to make music on just the Amiga alone, though, their use is severely limited, and it might have been a better idea for Zero-G to have released a package with a greater number of disks and samples, despite the inevitable cost penalty this would incur.

LET THERBE

PART 2

SAMPLING

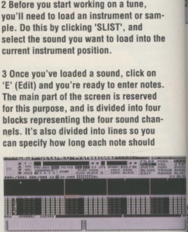
You've got your samples, but that isn't the end of it all. Each sample may be the equivalent of an instrument, but you'll have to cobble them all together with a sequencing package before you can produce real music (or unreal music depending on taste). There are a large number of excellent packages available, but unless you are turning pro in a big way it is worth starting off with some of the excellent Shareware packages around – the notorious *Soundtracker* clones. Generally regarded as the best

TRY IT YOURSELF

1 Unlike other *Soundtracker* clones, *OctaMED* offers the user a huge number of tools to make editing easier. These tend to make the display seem a little daunting, but there's no real need to be afraid – it's not half as difficult to use as it looks!

2 Before you start working on a tune, you'll need to load an instrument or sample. Do this by clicking 'SLIST', and select the sound you want to load into the current instrument position.

3 Once you've loaded a sound, click on 'E' (Edit) and you're ready to enter notes. The main part of the screen is reserved for this purpose, and is divided into four blocks representing the four sound channels. It's also divided into lines so you can specify how long each note should play for. You can move the red outline cursor around this area freely, allowing you to edit different parts of each note.



4 Notes are shown as letters, numbers and characters, and the position where you entered it will look something like this: C#1 10C08.

5 The first three characters (C#1) name

REBE MUSIC

of these is *MED*, the incredible *Soundtracker* derivative sold by Amiganuts.

Created by Finnish programmer, Teijo Kinnunen, it started life as a PD package in 1990, and has undergone frequent upgrades. The most important of these was the inclusion of eight-track and MIDI support, transforming it into *OctaMED*. *OctaMED Professional 3.0*, a budget-priced package, is set for release shortly, here's what it will do...

MEDITATIONS

Teijo has recognised the fact that despite its power, *OctaMED* appears very complicated when you're learning to use it. For this reason, the new version features new lay-outs, and is far more user-friendly than previous ones.

An extra effects character has been added to each note, too, giving a total of four. To cram in these extra characters, the overscan option has been used, and slicker graphics have been used to accompany this change.

The package now supports nine octaves, which means that anything that can be played on a piano can be entered directly into *OctaMED*. For musicians, this is probably the most exciting feature of all, as it enables them to convert tunes directly from sheet music to *OctaMED* with no orchestration or instrument adjustment.

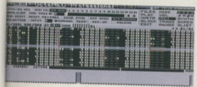
Talking of instruments, the Instrument Editor has also been spruced up, with the inclusion of video-style controls for searching through sample lists. The file requester has been transformed, and now appears to be styled on Kickstart 2.0 – even for 1.3 owners. Finding, loading, and saving files has been made far faster and friendlier than before.

The Edit screen reveals another extra option called MAP2 which lets you switch between user-defined keymaps so that single-key sequences can be assigned. The MISC menu also displays a cluster of useful new features, replacing the pointless and irritating JUMP option that used to be there. It's nice to see that available memory is now constantly displayed on-screen. I think that this feature should be obligatory for all 'serious' software.

Overall, the latest version of this already terrific package looks great. The extra octaves are a massive plus, and the new file requester is light years better.

Step by Step

the entered note, in this case C sharp. The number 1 indicates the note's octave because the note C sharp can be played at five places on the keyboard, each one at a higher pitch than the one before.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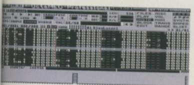
SLIST

Octave 1 is the lowest.

6 The computer keyboard is laid out like a two-octave piano. The 'Z' key is equivalent to the note 'C', and each successive key is a note higher than the one before. The next keyboard row (from 'A' to '#') is for sharp or flat notes, the same as the black keys on a piano. The whole layout is repeated another octave higher, starting at the letter 'Q', and the number '2'.

7 The first digit of the remaining characters (1) shows the instrument number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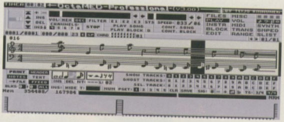
currently used, whilst the last four contain special information about the way that the note is to be played. In our case, 0C08 means play the note at volume 8, (quietly). However, these characters can also specify effects such as slide, pitch bend, and arpeggio.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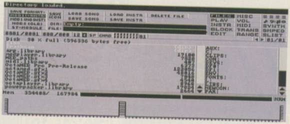
SEL. TRACK:
Mem 354488/ 167984

8 The number of blank lines between notes (— 00000) represents the length of time they'll play for. So, if you want a long note, leave a number of lines.

9 Each of the four note blocks represents a different sound channel and, because the Amiga is capable of stereo, you need to think about the way you want your music to come out of a pair of speakers. Notes entered in the two outside blocks will come out of one side, whilst notes entered in the inside ones will come from the other.

10 As I mentioned, the four blocks are divided into up to 255 lines. A group of four blocks is called a pattern, and a song usually consists of several patterns linked together. Each pattern is numbered and, as you're editing a song, you can move between patterns as each one is completed, adding new ones when necessary. The order in which these patterns play can be specified in the pattern play list, and the beauty of this system is that the same pattern can be made to play several times within a song without having to reenter its notes each time.

That's all there is to it. There are many ways that note entry can be simplified, thanks to *OctaMED*'s advanced editing tools, but the basics are more or less the same as all *Soundtracker* clones: choose an instrument, enter the notes, add any special effects if required, link the created patterns, and save the song. That's it (loud fanfare)! End of story!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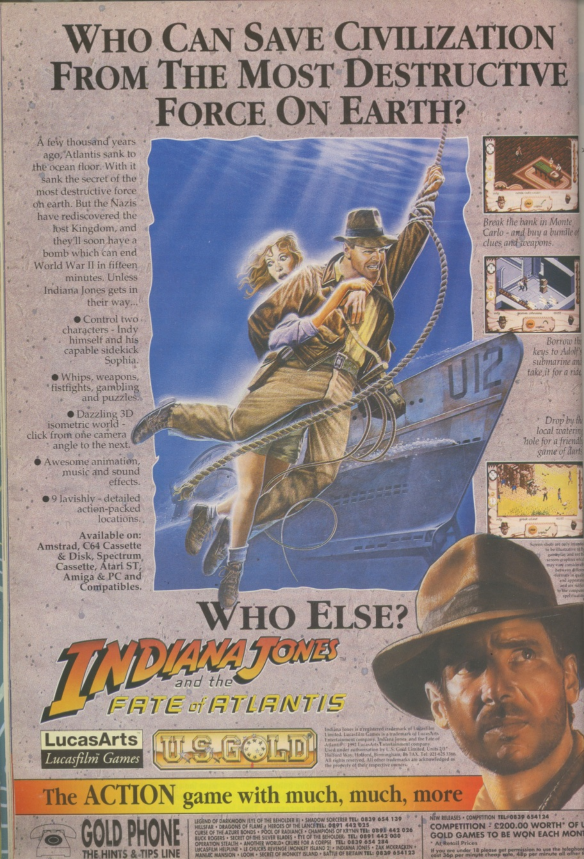

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sound advice

LET THERE BE MIDI

PART 3

Here at CU Amiga we live in the real world. We know you don't necessarily want to spend vast wodges of cash getting what you want, and we also know that you don't want pages of banal technical detail. So, instead of the usual dreary drivel, here is how you can REALLY start to make some incredible music.

You've already taken the first step – you have an Amiga, and as you should know by now, the Amiga has the best sound capabilities of any home computer. If you know what music you like and what music you don't like, you've already mastered step two. The third step? Easy – it's called MIDI.

On the technical side, suffice to say that MIDI is a Good Thing, possibly one of the best things that's ever happened where musical instruments are concerned.

Here's what MIDI can do:

1. MIDI can help you produce music that actually sounds musical. No talent is required. No piano lessons are needed. Can you click your fingers? You've got rythym!

2. MIDI will allow you to find new and exciting ways of spending large amounts of money on wonderful black boxes with flashing lights and five-pin din plugs.

3. MIDI will open up a new world of glossy monthly magazines for you to choose from.

4. MIDI can make you feel great.

5. MIDI can make your friends and neighbours hate you.

Haven't you always wanted to appear on Top of the Pops, surrounded by dry ice, wearing sun glasses and prodding a huge black keyboard? Haven't you secretly yearned to produce your own album and write obscure messages on the inlay? Don't you just think Kylie Minogue is crap?

THE YEAR OF THE AMIGA

Due to a careless mistake made by Commodore (yup, they're not infallible after all – did someone mention CDTV?), the Amiga was not designed with MIDI ports as standard. This lack of foresight opened the way for the Atari ST to become the most popular 16-bit music computer, which is a bit of a pity.

For a start, the ST's own sound-producing capabilities harked back to the bad old days of the BBC model B and Amstrad CPC (ping, zap, pop). Secondly, expanding them with extra memory, hard drives and faster processors was a pain.

Luckily, things are changing. Musicians are moving away from the ST and looking for new computers to experiment with. The Amiga? Well, partly. Unfortunately, a lot of the poor dumb fools still need to spend more money than they need and buy Macs and PCs. However, a sizeable proportion are discovering that the Amiga isn't the games console they first thought it was. Thanks to this obvious discovery, this year will be a great year for Amiga music.

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EXAMPLE SET-UPS

Giving your Amiga MIDI potential is going to cost you. Are you ready for this? Be warned – it may shock you: £14. Considering a game will cost you upwards of £30, a MIDI interface must be the Amiga bargain of the decade.

How much you spend after that is up to you. Here are some example equipment lists, and their approximate prices. Remember – you can get some real bargains in the second-hand market, so halve the price of most set-ups if you don't mind dog-eared instruction manuals.

SET-UP 1: The Beginner
Hardware: Apart from your Amiga, none.
Software: Latest version of *MED*.
Comment: With *MED* you get a four-track, multi-timbral sampling instrument. You can produce good enough music to fool 9/10 people into thinking they're listening to the radio.
Total Cost: Practically nothing.

SET-UP 2: Getting Interested
Hardware: MIDI interface, second-hand MIDI keyboard (e.g. a Casio or Yamaha advertised in local paper).
Software: *MED*
Misc: Simple mono mixer needed to combine Amiga and keyboard.
Comment: Now you can use the Amiga's voices, plus the sounds provided by the keyboard. As a bonus, you can enter *MED*'s notes on the musical keyboard.

MIDI - THE BORING BIT

MIDI stands for Musical Interface Digital Interface, and it's an industry-recognised standard for inter-connecting keyboards, drum machines and computers.

It is an adaption of the old RS232 serial interface, and uses two cables: one to transmit information (the OUT) and one to receive (the IN). Sometimes an extra through port (THRU) is used to echo information to equipment which doesn't need, or can't have, an OUT.

Each time a key on a MIDI keyboard is pressed, the keyboard's internal computer (and they all have computers of differing complexities) sends a packet of information along the MIDI line. This packet consists of a 'note on' message, which is a collection of three bytes – one to say 'this is a note on message', one to say which key was pressed, and one more to say how hard the key was pressed.

If this message is received by another piece of equipment – a sound module, for example – another note in the same key will spring forth. Now, this is clever stuff, because even if your keyboard was a Casio and the sound module was a Roland, everything will still work. If MIDI 'note on' messages aren't enough, you can even send 'note off' ones, too. And if THEY aren't enough, you can control volume, modulation, sustain, aftertouch, stereo pan and a host of other effects which are easier to hear than explain.

Even better, these control messages can be captured by a computer program. Once the messages are in memory they can be chopped and changed until they turn out the way you wanted them in the first place. Most of these programs, called 'Sequencers', will allow you to edit everything in a lovely cross between proper musical notation and an art package. After a few hours use, everything starts to sound frighteningly professional.

You may wonder what's to stop every intrument in the MIDI set-up setting off every other instrument as soon as a single 'note on' message is received. Good point. Each instrument is also given an address, called the MIDI channel, in the range 1 to 16 (or sometimes 0–15). This means that if your drum machine is programmed to respond to channel 16, only data aimed specifically at channel 16 will trigger it. And that's all there is to MIDI.

sound advice

Total Cost: around £80

SET-UP 3: Definitely Interested
Hardware: MIDI interface, Yamaha PSS790 keyboard
Software: Gadget's *Sequencer One.*
Misc: Mono mixer, headphones.
Comment: Now you can start to add real percussion tracks, as the Yamaha has realistic drum sounds built in. The hundred musical instrument sounds can be processed by a 'vector synthesis' technique and will let you create your own unique sounds, and the headphones will stop the results from annoying your parents.
Total Cost: £220

SET-UP 4: Bitten By The Bug
Hardware: MIDI interface, multi-timbral sound module, velocity sensitive master keyboard.
Software: *Music-X*
Misc: Mono sound mixer.
Comment: A sound module will costs about £100-200, and will sound so good that you'll spend a week just mucking around with the new sounds. Good sound modules to start with include the Roland range of PC32s and PC64 units or the Evolution EVS1 module. The Yamaha QY10 is also worth considering, especially as it has its own integral sequencer for groovin' on the move. A velocity-sensitive keyboard will add incredible expression to your tunes, and need not cost the earth (Roland PC200). Software, such as *MusicX*, is needed before you can tap the full potential of your hardware, although you'll be starting to feel the need for a decent stereo mixer. Don't worry about drums – most synth modules have them built-in these days.
Total Cost: £350

SET-UP 5: In Too Deep
Hardware: MIDI interface, multi-timbral synth module, drum machine, good keyboard. Hard disk for the Amiga.
Software: *KCS, Steinberg*
Misc: Stereo mixer, effects box, loadsa cables.
Comment: Your synth modules will include a Roland Sound Canvas and a custom drum machine. A good keyboard is a must, such as the Roland JX1 which is currently available at a bargain price of £300. The JX1 is velocity sensitive and has a most triumphant selection of presets instruments on board, including an excellent piano and the sexiest saxophone imaginable. An effects box (echo, reverb, flange, chorus) will prevent your mixes from sounding dry and adds a really professional touch. By this time your bedroom has no room for a bed in it anymore.
Total cost: £1000.

SET-UP 6: Good Enough (For The Moment)
Hardware: As set-up 5, but with the inclusion of a decent power amplifier, speakers and practice room. Playing at any volume through your home Hi-Fi is going to damage the speakers, never mind your family life. More keyboards are also required: a Korg M1, Wavestation, Yamaha SY77 or Ensoniq will do nicely, thank you.
Software: KCS, Steinberg
Wetware: Vocalist, guitarist, roadie.
Misc: Stereo mixer, rack mounting effects, a gig.
Comment: Now you're ready. All you need are a few posters around town, and your first gig on the long road to stardom awaits. The more expensive keyboards will have on-board sequencers which you can use as well as (or instead of) your Amiga. Amiga's are a little fragile for gigging, and although you may think Guru Meditations are bad at the best of times, you haven't lived until you see one in the middle of your first set.
Total cost: £2000+

NICE KIT : THE ENSONIQ SQ1PLUS

The Ensoniq SQ1Plus is a piece of MIDI hardware which dreams are made of. It may look like any other keyboard, but this piece of American technology has some incredible sounds and features buried within it.

For starters, how about a 16-bit sampled piano which sounds more realistic than many pianos. When you start experimenting with settings and add some of the built-in digital sound effects (reverb, chorus, distortion, revolving speaker, overdrive and so on) you can perform an impressive rendition of an electric grand piano underwater in a spinning Albert Hall.

The SQ1Plus is 8-voice multi-timbral, which means there can be eight completely different voices playing at once. With 21-note polyphony, you can be playing chords with the piano over a string quartet backing track (with guest trombone player) and still have room for two of three full drum kits and orchestral blasts.

Drum kits? Yup, the SQ1 has twenty sets of incredibly realistic drum sounds. The drum sounds all have different positions in the stereo field to give your sounds extra 'space'. If you want more sounds (to the 100 built in, and 80 you can create) simply plug in a ROM card. Ensoniq call the SQ1 a music workstation, and it's not hard to see why. It comes complete with an 8-track, multi-song digital sequencer, and you could turn up at a gig with only the SQ1 under your arm and perform anything from a piano recital to a rave.

The price of all this technical mastery? A mere £1349, but before you choke, look at it like this:

A superb velocity sensitive keyboard, £300.
A superlative eight-voice, 21-note polyphonic, fully programmable, multi-timbral synthesizer, £800.
A 16-bit sampled piano module, £300.
A 24-bit multi-effect digital sound processor, £300.
An 8-track, 58,000 note digital sequencer, £100.
A 20 kit stereo drum machine, £200.

Total: £2000. Seems a bit more reasonable, doesn't it?

LET THERBE

PART 4

Letting other people hear your work is an essential part of musicianship. Even if they puke on the spot, the feedback they supply can be useful. Don't worry if your friends and family don't appear to like what you're doing – most will just be jealous! Find someone with similar musical tastes to yourself and play them a demo. If you're feeling brave, don't tell them you've created it yourself and see their reaction. It can be a wonderful experience if they say "What? You really did this yourself? Pull the other one!"

Getting electronic instruments onto tape is relatively straightforward. To record just your Amiga, connect the audio output directly into the line-in sockets (the RCA phono plugs) of your Hi-Fi cassette deck. If you're recording other instruments, too, you'll need a mixer of some description. Mono mixers work well (and cost little – less than £20), but a stereo mixer will add real control to your work. Plus, playing with the

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A Amplifier. Most of the time you can use a normal Hi-Fi amplifier to hear your tinkling. If you want to play loud, you'll need a special power amp and monitor speakers.

B Bars and Pipes. One of the most original and Amiga-ised music sequencers.

Beat. One, and two, and three, and four...

Bend. A pitch bend wheel will provide a clever way of adding extra expression to a sound. Used correctly, very good guitar sounds can be generated.

C Controller. A MIDI control is a special control signal which can alter a

THE PRICE IS RIGHT

If the price of musical equipment puts you off, here are some guidelines to help you out.

1. Check local papers for second-hand bargains.
2. Look through the music magazines for special offers.
3. Don't go into a shop and buy the first keyboard that sounds nice. You may end up with something that you didn't really want. Do you really need a keyboard, when a module will do just as well?
4. Music equipment keeps its value quite well. Most shops will give you a generous trade-in allowance on kit you have grown out of.

ERIBE RECORD DEALS

Pan control (sweeping sounds from left to right across the stereo image) is great fun.

The output from a mixer can be fed into your Hi-Fi as per normal. If you record your songs onto a decent quality audio cassette, the quality should be good enough for that Last Step. You don't need a four-track cassette deck (Tascam, Fostex) unless you want to add live drums, and vocals on top. To be on the safe side, borrow a DAT recorder (or buy one – they can be bought for £400 these days) and record everything on that.

Once you're happy with your music, the Last Step can be realised – making your own record. There are two ways to go about this: get a big record label interested, or DIY. If you plump for the latter, you can get 1000 CD albums mastered for about £1 each. Old fashioned 45 singles will cost about 40p each, and 12-inch records and albums will cost somewhere in between. Bear in mind that you'll need to buy (and also try to sell) at least 1000 before publishing companies become interested.

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specific quality of a note, such as its volume or position in the stereo field.

Chorus. An audio effect which 'fattens' a sound by adding slightly out-of-tune copies to it.

D Delay. Delay can add an echo to a sound, or just give it more depth.

E Expander. Another name for a synth MODULE.

F Flange. A neat audio effect which adds a weird 'wave' noise as though you're opening and closing your mouth whilst humming nasally... no, I give up, I can't describe it. It sounds good any way.

G *Gadjit's Sequencer One* - a good entry level sequencer.

Group. Many synths organise different voices together as groups. Usually only one group (composed of about 8 voices) can be played at once.

H Holiday Music. A useful music shop - 081 558 2666.

I I like MIDI (pathetic – Ed).

J Juno 6. A classic synth from Roland – one of the first polyphonic keyboards with MIDI.

K Keyboard. Even if you can't play a tune, a musical keyboard provides a quick and easy way of getting notes into a sequencer.

L LFO. Low Frequency Oscillator, part of the synth which adds vibrato or tremelo.

M MIDI. Musical Instrument Digital Interface.

Module. Basically a synth without a keyboard. If you already have a keyboard, why pay for another one? Most manufacturers produce a version of their top keyboards in module (or rack mount) form.

Multi-trimbral. More than one voice at a time.

N Noise. White noise is a mixture of all possible frequencies and sounds like static.

O Oscillator. An electronic circuit which generates waves, usually audio tones.

P Polyphonic. More than one note at once.

Preset. A preprogrammed sound.

Programmable. If a synth is programmable, you can create your own sounds from scratch. Compare with a preset-only keyboard.

Q Quantize. If your timing is like mine, it's slightly... off. The quantize option in most sequencers will tidy up bum notes.

R Reverb. By delaying a sound, and mixing it with the original you can create the feeling of a huge concert hall.

S Synthesizer. A musical instrument which imitates real sounds electronically. Most modern synths use a technique called 'Sample and Synthesis' to create their sounds. By combining the attack waveforms from real instruments (piano, string, voice) with the usual synth generated tones, some startlingly realistic sounds can be created.

Sequencer. A way of recording, editing and playing back a song. The sequencer can be running on a computer, or built into a workstation.

T Tempo. The speed of a piece of music.

U U2. Irish rock group (desperate, very desperate – Ed).

V Velocity. If a keyboard is Velocity sensitive, it will get louder the harder you press the keys.

VCO. Voltage Controlled Oscillator – a vital part of a synth.

VCF. Voltage Controlled Filter – likewise.

VCA. Voltage Controlled Amplifier - lots of these V ones, aren't there?

W Workstation. Keyboards such as the Ensoniq SQ1plus have a full synth, drum kit and sequencer built-in, and are called Music Workstations. Soon workstations will appear with automatic CD pressing facilities.

X The letter which appears on a MIDI implementation chart (a list of MIDI features supported by a particular instrument) which indicates that a particular function or controller is not supported. Usually beside the one the want the most.

Y Yamaha SY77. Yum, yum, yes please.

Z Zoom. The make of good effects box.

Zone Distribution. Get your MIDI software here! 081 766 6564.

This report has been brought to you by:

Darren James – Samples and Sampling
Mat Broomfield – Octamed / Noisetracker stuff / KCS
John Kennedy – Midi / Ensoniq / Other bits
Nick Veitch – Not a lot really

Special thanks to Dave Bessell and all at Argents for trusting us with some very expensive hardware and even supplying their own kettle lead.

MUSIC TO PLAY BY

The arrival of the Amiga brought with it new, improved games with better sound than anything heard before. What's more, it just keeps getting better. Here's the essential Amiga Game Top Ten, Pop-Pickers (in no certain order)...

1. **Xenon II - Mirrorsoft**
2. **Project X - Team 17**
3. **Killing Game Show - Psygnosis**
4. **Ghouls'n'Ghosts - U.S. Gold**
5. **LED Storm - U.S. Gold**
6. **Beast II - Psygnosis**
7. **Warhead - Activision**
8. **Monkey Island - Lucasfilm/U.S. Gold**
9. **First Samurai - Mirrorsoft**
10. **Robocop III - Ocean**

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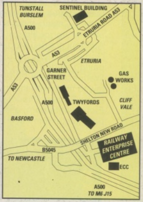

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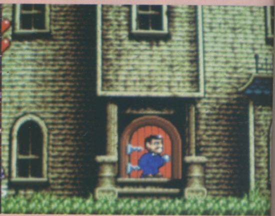
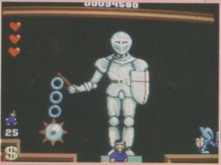


IN THE BEGINNING ... In 1937, struggling artist Charles Addams, bored with the 'clean' cartoon strips dominating America's newspapers, set about creating his own 'different' style of strip to add a little bite to the bland stories appearing in the dailies. Taking spoof characters from popular horror films of the day, Addams created Morticia and Gomez Addams, a suitably macabre pairing, added their children Wednesday and Puggsley, and followed them with the dark-eyed Uncle Fester. Charles Addams' Family were born, and the rocky path to stardom beckoned.



Mario-style nasties abound in the mansion, with large swinging balls coupled with axe-spitting demons. Most creatures can be jumped on and killed, but anything else must be avoided.

Now, after languishing in Channel 4's archives for years, what originally lost out to its upstart rival, The Munsters, is big business. Gomez and Co. have hit the silver screen in what US pundits are predicting will 'do more business' than Terminator II, and, as can be expected, Ocean were there to lead them by the claw over to the Amiga. And, in the quest to produce the perfect Mario-stye platformer, the game stars a compact and suitably moustachioed version of Raul Julia's Gomez character as he explores the family's sprawling, platform-filled house. Architect of the massive building is James Higgins, whilst its decoration is in the hands of Warren Lancashire and Simon Butler – meanwhile, Jonathan Dunn is the guy responsible for the game's tunes and eerie effects. In addition, dropping by to add comments to the game's development is Software Manager, Gary Bracey, who asides with the odd quip and idea. 'We wanted to go with the Mario idea ages ago,' he says as Gomez scampers across one of the game's hidden bonus screens, 'and we thought that this would be the

CURSE OF THE ADDAMS FAMILY...

In keeping with their ooky, spooky origins, a curse is supposed to hang over anything related to The Addams Family. Although the series was one of the most popular of its time, the actors responsible for bringing Lurch, Morticia and Co. to life were set to befall personal tragedies, with death, poverty or drug addiction hitting the assorted actors and actresses, and type-casting limiting their future work. The same was apparently true of the movie, too, with massive set-backs to the film's production causing the Director to suffer a nervous breakdown, and sending the film massive behind schedule.

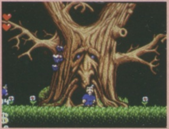
SFAMILY

perfect setting for it.' True enough, with the building's dark rooms contain enough ghoulish sprites and creatures to keep Anjelica Houston's Morticia 'Blissfully Unhappy'.

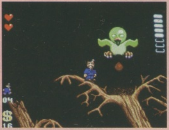
HOUSE PARTY The Mario setting plays host to a scenario which is far removed from that of the film. Whereas the film followed the Addams' fortunes as they were evicted from their gloomy house, the game sees Gomez searching the huge, eight-way-scrolling play area in search of his kidnapped family. An evil developer has locked away Granny, Puggsley, Wednesday, Fester, and Morticia in the building's five wings, and the individual rooms within each wing must be negotiated before a showdown with a larger guardian. 'There are five game areas,' starts James, 'and Gomez can enter them in any order via a hallway section at the start of the game. These then open out into the key areas, such as the garden, the kitchens, and the dungeons.' So how does the Mario element come into play? 'Well, each area is inhabited by area-related nasties – big birds in the gardens, or mutants in the dungeons, for instance – and these sap Gomez's health if he touches them. But – ta-da! – by jumping on them, he can put them out of action for good,' he continues.

JUST LIKE THAT Not only that, though, but all the little touches which make Mario such a winner seem to have been added to the relatively humble Amiga. 'We started work on the Amiga game but had to stop halfway through to produce a Famicom version,' James says. 'However, after that we came back to the Amiga game and saw a number of ways to improve it. For instance, Gomez can jump higher using mini-trampettes, or fly past previously inaccessible areas using his Fez-Copter (a 'Tommy Cooper'-style hat with enough power to lift him off the ground). We also concentrated on adding inertia and getting control over the main sprite.'

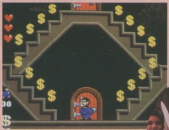
The only thing missing from the Amiga version is parallax scrolling, but everything else is identical to the Famicom game. As well as the rescue mission, Gomez can collect dollar bills to add energy points to his supply or even buy extra lives. The game is currently entering the later stages of play-testing and everyone at Ocean - Bracey in particular – are very excited about it. 'We reckon it's the closest you'll ever get to Mario on the Amiga', he enthuses. It's a big claim, but Bracey will have you Addams and Eve it...



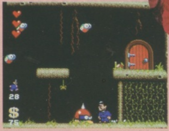
Areas, such as the Kitchen and the Garden, contain secret, bonus-filled areas – ripe for the plundering.



Larger 'Boss' creatures guard the kidnapped family, and must be defeated before Puggsley and Co. can go free.



For every twenty-five dollars Gomex collects, he receives an extra energy point.



As in Mario, some of the creatures have protection against Gomez's jumping japery.

MEET THE FAMILY

Starting life as a series of comic strips, The Addams Family's morbid humour was ideal for conversion into a TV programme. Whilst casting the film, the producers had set ideas as to who they wanted to play the parts. Raul Julia was selected for the Gomez role after he had impressed Paramount with his part in Kiss Of The Spiderwoman, and for the dark and elegant Morticia, both Cher and Anjelica Houston were considered. Houston won out, though, leaving just the last major role of Uncle Fester to fill. Somewhat surprisingly, the role of the short and stocky miscreant went to Christopher Lloyd, who was famed for his part of 'Doc' in the Back To The Future films, and is both tall and thin – a complete contrast to Fester. However, make up prevailed and Lloyd was duly transformed into a superb-looking Fester who mirrored Charles Addams' original concept perfectly.

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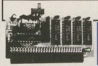

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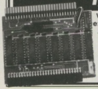

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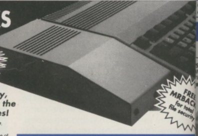

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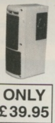

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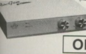

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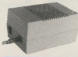

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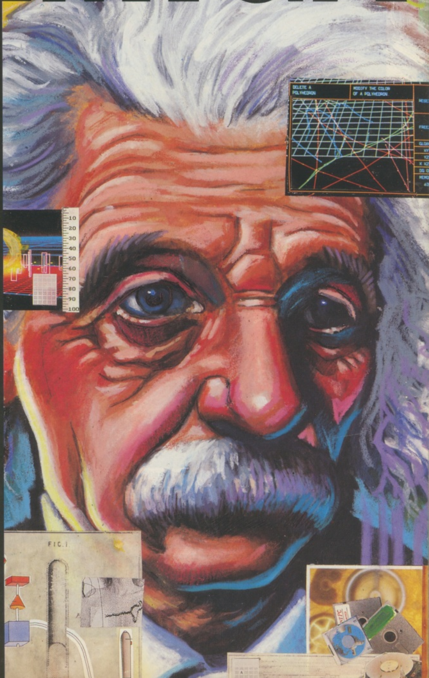

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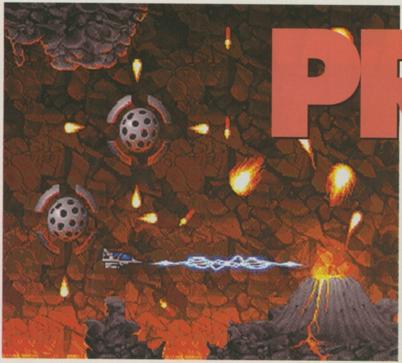
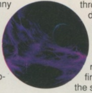


The first thing that strikes you about Team 17's new shoot 'em up is that it comes on four disks. For an out-and-out blaster this must be something of a record and certainly gives an indication as to the game's complexity.

For your twenty-six quid, you get a six-level 1Mb-only blast packed with all manner of weirdo insects and deadly techno-beasts. The scenario bares an uncanny resemblance to both Gremlin's *Venus* and Palace's upcoming *Hostile Breed* in that a planet has become infested with killer bio-bugs, the result of bio-mechanical experiments gone wrong. The new and dangerous inhabitants threaten the stability of the Galactic Federation and, as their number one flyboy, it's down to you to pilot one of three prototype war planes, fly to the infested planet, and blast the mutated scum into protoplasmic mush.



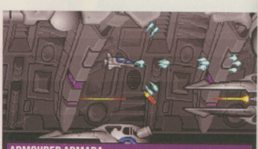
Once you've selected your ship, it's straight into the action. You can choose to play the first two levels in rookie mode, but the real action lies in advanced mode where the skies become bloated with some of the biggest enemy sprites you're ever likely to see. Most impressively, even when the screen is packed with enemy fighters, the action or scrolling never slows down.

Each level has a distinct theme and its related enemy sprites. The first,involves navigating your ship through the three deadly asteroid belts which surround the planet. Each is harder than the last and requires massive firepower to destroy the spinning boulders. Level two involves a white-knuckle ride across the ice-capped polar regions. Huge mountains form an impressive backdrop to the action and spectacular lightning effects illuminate the sky. Alerted to your presence, the bio-beasts flood the sky with some of the most bizarre enemy sprites you're ever likely to encounter. Large snaking craft dominate the skyline together with gigantic chrome-effect missiles, buzzing bees and bouncing mushrooms.

The third level is set inside a volcano and features lava flows, magma eruptions and falling rocks which make the entire screen vibrate. Deadly firebirds dive-bomb your ship and rise Phoenix-like from their ashes each time you blast them out of the sky. There's also a huge sleeping dragon to contend with. Once awoken, the massive creature litters the underground caverns with a fearsome array of firebolts.

If you manage to survive that lot, the fourth level takes place inside a water-filled cavern. Half the action takes place beneath the pool's surface, but your amphibious craft can only remain submerged for a certain length of time before you'll turn a nasty colour of blue – also, once underwater, the joystick controls become sluggish as the water affects your craft's inertia. The sound effects also change when you dip below the water line to reflect the aquatic nature of your environment. Huge seahorses, tadpoles, crabs and metallic flying fish form the main opposition, as well as a superb end-of-level guardian equipped with massive pincers – to blast this baby out of the water means piloting your craft within an inch of its claws and letting rip with everything you've got.

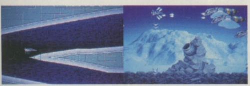
The fifth section is set deep inside the alien stronghold. As you might expect, it's incredibly well-fortified and each alien requires multiple hits before they're



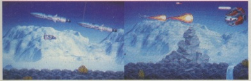
ARMOURED ARMADA Each ship has its own distinct advantages and deficiencies. For example, the Hunter Mk7 Scout Class ship has incredible speed and stealth capabilities but can only take on board a limited arsenal. Alternatively, the Crux 11 Battle Class cruiser can carry a big payload, but is slow and sluggish to respond. The third available craft, the Hyperion, is a good all-purpose fighter with no discernible defects and no particular outstanding features either. Bolt on too many weapons to a ship and the craft will become unwieldy and difficult to control. To circumvent this, it's possible to increase the ship's speed and thus improve its stability, but then your reflexes need to be quicksilver fast.

JECT X

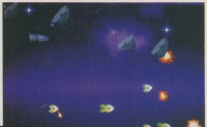
CU AMIGA SCREENSTAR



Above left: The high-speed bonus stages need nimble reflexes to succeed. *Other shots*: Some of the enemy sprites from level two.



POINTS MEAN PRIZES As an added feature, there's a bonus stage bolted on to the end of each level which involves jockeying your craft through a maze-like series of tunnels. This is an extremely fast section where it's possible to rack up many points. There are also bonus icons dotted around the level. Collect six of these and an extra life is yours. Each maze is randomly selected from a number of predrawn maps so it's impossible to predict which one you'll get. Multi-level parallax and an abundance of sampled speech directing your progress make this one of the best features of the entire game.



Left: The asteroid belts provide some tough opposition on the first level, along with a host of alien attack waves.

wasted. *R-Type*-style circular traps and multiple missile launchers lie in wait as well as an especially tough guardian which is nigh-on impossible to defeat. Finally, after destroying their lair, it's back to the planet's surface for a bombing run where your given a couple of chances to drop your deadly payload into the aliens' air ducts and send their reactor to critical mass.

As you've probably gathered, *Project X* is a massive shoot 'em up. The horizontally-scrolling action never relents and the gorgeous 32-colour graphics complement the excellent and super-fast gameplay. Equally hot, are the incredible sound effects which must rate as some of the best on the Amiga. From the howling wind of the second level through to the muted sound effects on the underwater section, the sonics are faultless. There's also plenty of sampled speech throughout the game, warning of oncoming alien attack waves and advising on what course of action to take.

As with all such games, there are plenty of power-ups to be picked up, and *Project X*'s are released after each alien wave is dispatched. Once collected, you then have the option to enhance the power of your currently-selected weapon or wait until you've gathered enough credits to activate another more powerful armament. The ship's initial pop-gun can be swapped for extra speed, plasma and magma bolts, sideshots, heat-seeking missiles (which are obviously useless on the volcanic level!), lasers and stealth capabilities. The joystick controls are excellent and straightforward. The screen slowly scrolls from left to right and stops for a time when particularly large enemy sprites appear before continuing. Power-ups are selected by waggling the joystick from side to side or by pressing the space bar or mouse.

Nothing's perfect, but *Project X* comes close. The enemy attack waves are a tad predictable at times and a little bit more intelligence in their formations would have been a boon. I was also a bit miffed at starting the game with only five lives, especially as one hit sends you diving off the screen in a plume of smoke. It's a shame that there's no simultaneous two-player option available either, but we can't have everything, can we?

It's not hard to see where Team 17's bunch of talented coders have looked for their inspiration (*R-Type 2* and *Nemesis* fans will instantly be at home), but the finished product has been finely honed into a distinctly original product which makes other games from the same genre pale in comparison. An outstanding arcade-quality blast.

Dan Slingsby

AMIGA SPEC

MEMORY REQUIRED	1MEG
COLOURS ON SCREEN	32
COLLISION DETECTION	10
LEVELS	6
NUMBER OF PLAYERS	1/2 *not simultaneous*
DISKS	4
GRAPHICS STYLE	PAL OVERSCAN

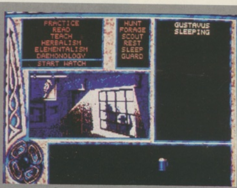
TEAM 17 £25.99

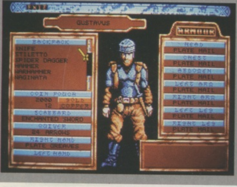
"The best shoot 'em up money can buy. . ."

GRAPHICS	93%
SOUND	96%
LASTABILITY	92%
PLAYABILITY	93%

OVERALL 92%

DAEMON


PRACTICE
READ
TEACH
HERBALISM
ELEMENTALISM
DAEMONOLOGY
START WATCH
HUNT
FORAGE
SCOUT
REST
SLEEP
GUARD
GUSTAVUS SLEEPING


EXIT
GUSTAVUS
BACKPACK
KNIFE
STILETTO
SPIDER DAGGER
HAMMER
WARHAMMER
NAGINATA
COIN POUCH
2000 GOLD
12 COPPER
SCABBARD
ENCHANTED SWORD
QUIVER
24 ARROWS
RIGHT HAND
PLATE GREAVES
LEFT HAND
ARMOUR
HEAD
PLATE MAIL
CHEST
PLATE MAIL
ABDOMEN
PLATE MAIL
LEFT ARM
PLATE MAIL
RIGHT ARM
PLATE MAIL
LEFT LEG
PLATE MAIL
RIGHT LEG
PLATE MAIL

WEAPON
JETHRE
BLACKHEART

RPGs come and go with amazing regularity. Just when you think they can't get any bigger or detailed, up pops another blockbuster. This certainly applies to Gremlin's *Daemonsgate*. Boasting over 50,000 words of text (equivalent to a good-sized book) and 30,000 graphic screens, it's possibly the most accomplished and detailed adventure released to date.

Stepping into the shoes of Captain Gustavus of the Imperial Tormishan Guard, you are summoned to an emergency meeting of the City Council, where you learn that your country is soon to be besieged by a large Demonic army. Pleas for help sent to neighbouring cities have been ignored, as most are busy organising their own defences. The reason for the Demons' return to the continent, or where they've come from, are unknown but rumour has it that an elderly man, seen in the vicinity of the ancient Attien state, could hold the answer. You must locate him, find out as much as you can, and return the beasts from whence they came.

The first problem is how to find a way out of the capital, without confronting the monstrous hordes waiting outside. This involves the solution of a number of sub-puzzles. The core of the game revolves around conversation. Each of the ten cities is populated with over 270 characters. Some are coastal towns whilst others are situated on rock platforms in the middle of the sea. The surrounding countryside is populated by villages, fortresses, dungeons and the like. And these areas affect the people you'll encounter. You'll find beggars, scholars, and publicans amongst scores of others that can be split into two groups: minor and major non-player characters.

The minors go about their daily lives oblivious to events around them. However, their actions can be interrupted and they can be spoken to, but mostly serve to add atmosphere. On the other hand, major NPCs have a direct effect on the game. You can tell the two groups apart by the latter's directness. Rather than wait for you to make contact, they're more likely to initiate it themselves. Each holds a snippet of information, but only some is of use.

As Gustavus, you can recruit seven of these characters to your party. There are 26 to choose from, rang-

TEMPER, TEMPER **The 128 intelligent characters aren't confined to one place, and wander freely from town to town. If you need a specific person you must look for them. Some of these characters adopt aggressive tactics, though, and if you poke your nose too far into their business, they'll try to scare you off. Ignore the warning, and, at a later date, they'll track you down and set upon you in a more direct manner.**

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WHAT'S IN THE BOX?

For the hefty asking price you get more than the game. The box contains a manual, a 40-page book chronicling the history of Tormis, and a special video starring one of the survivors of the adventure. It will also include a few hints on the game, and the chance to win one of twenty limited edition, full-sized metal battle swords, weighing more than 40lbs.

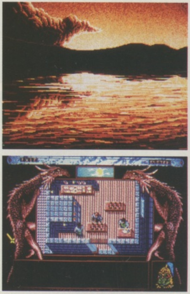
ing in status from mercenaries and merchants to a lunatic. Not all will want to come, though, and some will set you a task before they comply. In addition, others will want more materialistic rewards. Once on the team, though, their actions can be controlled individually, allowing you to send them on errands whilst the others rest. Unlike most RPGs, these people are individuals in every sense. Instead of carrying 'labels', such as Fighter and Magician, they have skill points and it's up to you to make the most of these by applying them to the appropriate fields.

Travelling is of major importance, and movement is either on land or inside a settlement. Land travel reduces your party's representation to that of an icon, and, during your travels, you'll need to set up camp for a rest. This is also an ideal time to utilise one of the game's more interesting features. Each function has its own screens, and each character has different skills. One of the nicer touches is that participants who excel in key areas can pass knowledge on by teaching the less-endowed members of your crew. Each possesses thirty or more skills, keeping you permanently busy.

More complicated and detailed is town travel. Out of the forty environments, most are split into five levels including basements, cellars, underground mazes and sewers. The bigger towns are bustling with bakeries, taverns, residential properties and brothels. In fact, everything you'd expect to find in a major site is here, and all are necessary to the adventure. Exploration of the settlements and questioning of the locals is needed for the many intriguing and brain-busting puzzles – so don't ignore anyone or thing.

If you're thinking that the Captain is limited to a smooth manner, think again, as combat can get very bloody. The system is much more tactical than the traditional hit point method, and seeks to stretch the brain cells rather than the index finger. Everyone in your party can fight and, due to the combat system's diversity, the multitasking facility comes into its own. By using the stronger members of the party to do the attacking, the weaker ones are left to act in a supporting role, to heal their mates' wounds and restore lost health. However, this individuality has its drawbacks, as asking a coward to attack a fifteen foot armour-plated mutant, will result in him running away as fast as a Jehovah's witness on Cliff Richard's door step. On the other hand, a Beserker will ignore an order not to attack and will steam in like a Millwall fan at an away game!

During combat, the game is frozen and the action is displayed in a smaller window to the left of the menu. There are seven commands, including simple Attack to Support and Cover, the latter allowing your characters to shoot at any foe attempting to attack an allied character.



Boasting over 30,000 screens – although most are admittedly very similar – there's no doubting *Daemonsgate*'s depth. Even more impressive are the people who live there.

All the actions are animated in this window and the horrific sights of legs, heads, arms and disembowelments are displayed at regular intervals, and a radar shows the position of up to fifteen oncoming enemies. Once the appropriate choices have been made, you can sit back and watch the outcome. The action can be interrupted at any time to update the tactics or initiate a different kind of attack.

Sticks and stones may break lots of bones, but a fire-breathing demon does it better. An alternative to normal combat is provided by the Demonologists and Ecclesiasts. The Demonoligists have the power to summon demons and use their powers to bolster the power of everyday weapons. However, they can also place the creature inside an amulet, ready for when you'll need him. This trick can backfire, though, and the monster could turn against the party if invoked by a poor wizard. The Ecclesiast has more or less the same skills, but he commands power over the elements. These are less volatile and more predictable, but less powerful and safer to manifest.

Daemonsgate's strength lies in its size and detail. The screens are well-drawn with small animated touches, such as burning torches and shimmering water, and the accompanying text adds a brilliant realism. The massive tasks and play area avoid the claustrophobic feel found in most RPGs, and all the cities have a 'lived in' feel courtesy of the constant bustling about by the people.

The inclusion of a special menu which saves the important conversations, means that you won't have to make notes. There are still plenty of 'traditional' RPG aspects – characteristics, pick-ups, magical items, monsters, traps and plots – along with the many brain-taxing puzzles. RPGs don't come much better than this, and, although it's 1Mb only, it should be high on any adventurer's list of must-haves.

Steve Keen

GREMLIN £34.99

"Lasting and extremely detailed..."

GRAPHICS	80%
SOUND	76%
LASTABILITY	90%
PLAYABILITY	86%

OVERALL 90%

NSGATE

CU AMIGA
SCREENSTAR

"Miss this and you will regret it forever"

"Anyone who has been keeping an eye out for this will not be disappointed, and should await its release with bated breath...Epic is one of the best products I have ever played - the depth of gameplay and graphics are of a truly stunning standard."
GAMES X

"Fast just isn't the word for this 3D. The image update is blistering!"
ACE

"The game's graphics an presentatio are nothing short of stunning, and there's great wad playability there too. Ocean have never had i so good!"
ST ACTION

"The overall feeling you get is one of awe"
ST ACTION

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UTOPIA

THE NEW WORLDS

Utopia has been the subject of some very high praise indeed. So much so that in September of last year CU posed the question 'Is *Utopia* the perfect game?', to which Rik Haynes answered 'It's the best game Gremlin have ever released' giving it a massive 94% in the process. Here we are, six months later, and creator, Graeme Ing, has completed the *Utopia* Expansion Disk, a set of ten scenarios designed to tax the minds of even the most seasoned players.

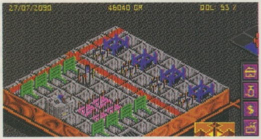
The ten scenarios don't introduce anything radically new to the game, but merely enhance the strategic features of the original, whilst bringing in tactics that players may not have been called to employ before. For example, on one of the worlds, the map is composed of a series of small islands, surrounded by swirling smoke, rather like the view you would find if you were standing on top of a mountain just above cloud level. From here, the only way the player can reach the other islands is to build spacships, a facet employable on the original scenarios, but never actually necessary.

Each of the ten scenarios is set across adifferent landscape, and involves facing different races of alien, ranging from bugs creeping across a dark, muddy landscape to robots on terrain that could have been created from scratched mirrors. As before, a great deal of time and effort has been spent on the graphics, and some of the backdrops are, as Douglas Adams would say, enough to make you want to burst into spontaneous applause.

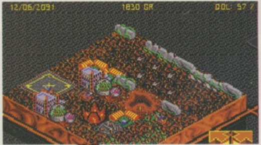
The standard way to create an add-on disk for this sort of game is to simply set progressively harder tasks. In this case, however, the approach is different. 'We had a lot of people telling us the original was too difficult,' explained Graeme, 'so if you can imagine that the ten scenarios with the original game were levels 1 to 10, the scenario disk has levels 3 to 13.' This ensures that even someone fairly new to *Utopia* won't have too much difficulty with the first few scenarios. However, they do become incredibly hard, and if you can wipe out the enemy on the last level you deserve a medal.

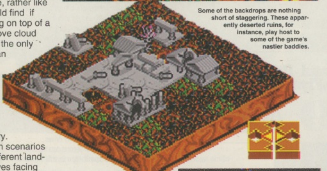
Utopia – The New Worlds is really only a must if you are an avid fan of the original and fancy stepping up the odds. It doesn't make the game any better, but gives you more choice when playing it. Fifteen quid seems a little steep for what is in effect a few more levels, though, and that's why I can only recommend it to die-hard addicts.

Tony Dillon

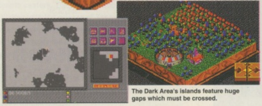


Above: Robot World, whilst *Below* shows your colony under enemy attack.





Some of the backdrops are nothing short of staggering. These apparently deserted ruins, for instance, play host to some of the game's nastier baddies.



The Dark Area's islands feature huge gaps which must be crossed.

UTOPIA 2

Utopia – The New Worlds isn't Utopia 2, as most people had hoped, but the sequel has been in production for four months, and is looking set for a Christmas release. The game will take a more military slant, moving slightly away from the *Sim City* style of game, although all the colony buildings will still be included. Graeme Ing isn't giving too much away yet, but one feature he is including is having the enemy base visible on screen, allowing the player to watch the enemy at work, and attack it before it comes for you. We wait with baited breath...

GREMLIN £14.99

'More of the same, but overpriced...'

GRAPHICS	88%
SOUND	83%
LASTABILITY	89%
PLAYABILITY	90%

OVERALL 72%

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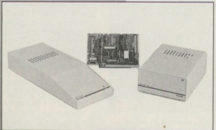

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PINBALLDREAMS

21st Century Entertainment claim that *Pinball Dreams* is the world's first Amiga Pinball simulator. Hardly. For if you look back a few years, you may remember an excellent little bumpers and balls number called *Pinball Wizard*. Misinformation aside, *Pinball Dreams* is still rather good.

Four tables are on offer: Space, Wild West, Dance Music, and a Nightmare table based loosely on the coin-op Terminator 2 table. The design of the tables are all pretty simple, with the usual array of bumpers, flippers and flickering lights. Playing the tables is simplicity itself, with the mouse sending the ball into play and the Shift keys activating the flippers. In addition, the space bar is used to nudge the ball – although too much nudging will cause it to 'Tilt', rendering the flippers useless. During play, the tables scroll to follow the ball, and each spans two full screens. Although this may seem a little off-putting, it works very well, and adds to the instinctive nature a Pinball sim needs.

Real tables can be very frustrating, with loads of places for the ball to avoid your flippers, and 21st Century's game features an equally devious array. I've never been an avid player of the real machines, but it used to wind me up no end to see the ball sail cleanly between

Steel Wheel
Beat Box
Nightmare

my flippers or one of the aforementioned gulfs. The fact that this game got me as worked up as the real thing, is as good a compliment regarding its realism that you're ever likely to hear. In addition, the all-important ball movement is equally good, with no quirks to the bouncing or jerky rebounds.

The presentation is also amazing. All the flashing lights and impressive samples of a true table are present, as are all the pings, squeals, digitised speech and small snatches of music. Basically, this is playable stuff and, as far as I'm concerned, utterly addictive. *Pinball Dreams* may not have been the first, but it's definitely the best so far. True pinball fun without a coin slot.

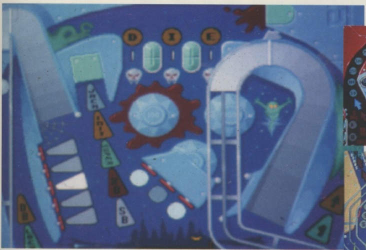
Tony Dillon

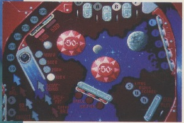
21ST CENTURY £25.95

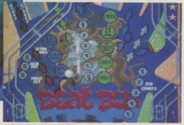
'Sure plays a mean Pinball...'

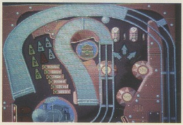
GRAPHICS	85%
SOUND	86%
LASTABILITY	84%
PLAYABILITY	88%

OVERALL 83%



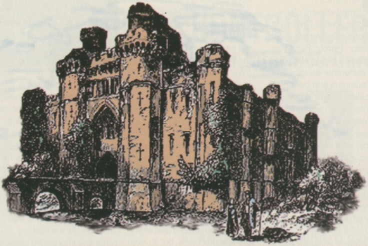






BUMP START **Pinball, in the sense of shooting or guiding balls through obstacles, has been around since the fifteenth century. The earliest recognised multi-ball tables began to appear in the early Sixties with the release of Soccer and Shoot, two classic Williams' tables (which now fetch astronomical prices). Today, the mechanical innards of the original tables have been replaced with a maze of electronic circuitry, a wall of ear-splitting sound effects and some of the most devious designs known to man. Keep a look out for the new Star Trek pinball table, complete with energiser beams and Dilithium crystals, and the fantastic Terminator 2 table, which features digitised speech and a robotic arm which picks up the ball and lobs it at a helicopter. Shoot it down, and you get a million points!**

Modern day Welsh nationalism may be limited to burning down the occasional holiday cottage, but six hundred years ago things were a little different. England was just starting to flex its muscles as it left the dark ages as a unified country. The Normans had came, saw, and settled and the Vikings had long ceased raiding the coasts. The attention of the King turned to Wales, which was pretty backward in comparison, and invaded its Eastern half. The resident Celts were not pleased, and any English settlers were soon deprived of basic necessities, such as their heads.



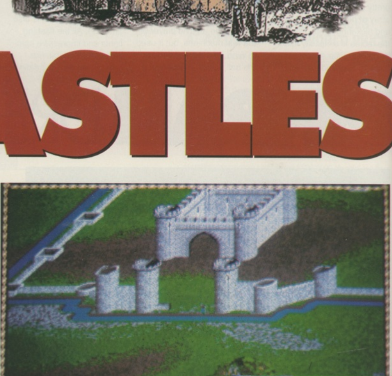
CASTLES

To consolidate his Welsh holdings, King Edward I ordered a line of eight castles to be built, deterring any further Celtic uprisings. This is where you come in. As king of Albion, your job is to construct these fortresses, manage their armies and deal with any problems which invariably occur.

Naturally, you have to design your castle before you can build and protect it. This is the easiest stage. The two main elements of a castle are the keep, and the outer wall. For this you're given an overhead view of the land where it's to be built, and a bank of five icons: a wall, square tower, round tower, a gate and an eraser. By clicking on a castle segment, and clicking on the map, you lay the foundation of that piece to be built. To build a stable castle you must have one tower for every three segments of wall, if you don't, you're liable to find things coming crashing down around your head. Once placed, you must then enter how high you want the piece to be built.

There are very few restrictions placed on design, so you can go all out on the spiky 'Fortress-of-Dread' look, and create something that will really put the wind up the Celts. What you have to consider, though, is cost and time. The more complicated your creation, the longer it takes to build, and you're liable to run out of cash halfway through construction.

The next step is to hire a workforce. Stone masons, quarrymen, blacksmiths, carpenters, diggers, carters and labourers have to be brought in. As your funds are limited to the amount you can tax, or extort, from the local population, you are forced to



The size of your construction is limited by the cost and time. It's better to start with an average-sized castle, and work your way up through taxes, as if your 'Super-Castle' is left half-built, you're wide open for attack.

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limit the number of people working for you. Getting the best mix of people is important, with carpenters building scaffolding, smiths making rivets and bars, diggers laying the foundations, and masons building the various bits. The master stonemason, who overseas the construction, gives you his opinion on the staff mix, and the worse it is, the longer it takes to build the castle.

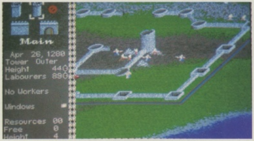
Hiring and firing staff can prove very tedious, and striking the right balance between classes is more down to luck than skill, and I would have preferred a preset mode which hired a basic work force. You also need to hire and train troops to defend the half-built, which soaks up even more cash and time.

To build an area, simply click on it, and assign a number of workers to it. Almost immediately, a number of little figures will appear and start beavering away. Once everything's up and running there's plenty of action in the area, with loads of little people running around, and sometimes disappearing into thin air. This is all very interesting for a while, but it soon becomes very boring, despite the occasional attack of mad Celts. To cap it off, one of the little guys building the castle usually scales the wall and throws himself off of it – still, every castle needs it ghosts, I suppose.

When the Celts do launch an attack, you must place your troops near the castle walls, and select the units for them to attack. The Celts who raid your first castle are easily beaten off, but on later levels they come armed with catapults and many more troops.

Despite being slow in places, *Castles* has a lot of depth and a great many features. If you're bored with the real world, you can switch it to fantasy mode, and have ogres, elves and dragons added to your already substantial tribulations. If you enjoy games such as *Populous* and *Sim City*, you'll enjoy this. I certainly did.

Mark Patterson



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Main
 Apr  26, 1280
Tower   Outer
Height       44
Labourers  89

No Workers

Windows

Resources  00
Free        0
Height      4
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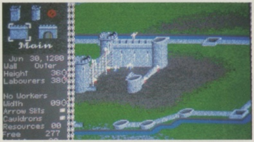
As your castle is being built, the littler workers scurry around dutifully.



```
Main
 Jun  30, 1280
Wall    Outer
Height       36
Labourers  38

No Workers
Width        09
Arrow Slits
Cauldrons
Resources  00
Free       277
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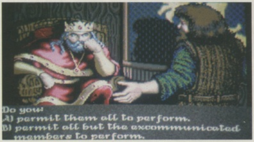
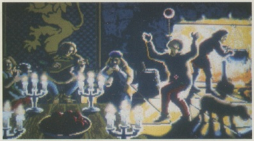
For every three walls, there should be a specially-placed tower to support them.

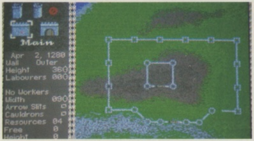


Do you:
A) permit them all to perform.
B) permit all but the excommunicated members to perform.

As Hawkers and Beggars plead for assistance, you are given three possible replies.



Ah, this is more like it! Bring on another suckling pig...



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Main
 Apr   2, 1280
Wall    Outer
Height       36
Labourers  00

No Workers
Width        09
Arrow Slits
Cauldrons
Resources  04
Free        0
Height      0
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During the planning stages, the blue prints are viewed from above.

CU AMIGA SCREENSTAR

CHARITY BEGINS AT HOME

Occasionally, you receive visits from people requesting aid or advice. You're shown a picture of the visitor, their question, and a choice of three answers. The answers are usually arranged so that you can be a nice guy, completely indecisive or a real git. Most of your visits come from the local bishop, and as the church was exceedingly powerful in those days, it pays to do as they ask. That said, in one game I had several visits from a nun who claimed that half the Masons working on my castle were witches who should be executed. She ended up kidnapping the bishop and claiming that the forces of evil were out to get her. The end result was me sending in 100 troops on a rescue mission then paying for the damage they caused to the monastery while they were about it.

EA £25.99

'Definitely, the King of the castle...'

GRAPHICS	75%
SOUND	65%
LASTABILITY	90%
PLAYABILITY	83%

OVERALL 88%

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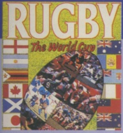


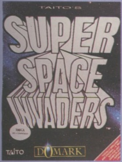
RUGBY - THE WORLD CUP

Rightly likened by CU sim buff, Mark Patterson, to Kick Off with an oval ball, Rugby - The World Cup will have you clutching the controls in anticipation.

PITFIGHTER

How dirty do you want your gang beat em' ups to be? Pitfighting is the world's nastiest sport, which makes it a classic choice of subject for a game. Domark have done a great job converting Tengen's coin-op, including the fully digitised animation.

SUPER SPACE INVADERS



It's been a long time coming but, after more than 13 years, we have the sequel to one of the most popular coin-ops of all time. A cracking conversion and a joy to play, nostalgia freaks and shoot 'em up fans will lap it up.

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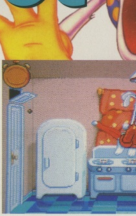
ROGER RABBIT AND BABY HERMAN IN

HARE RAISING HAVOC

If you've seen 'Who Framed Roger Rabbit?' you'll be pleased that, rather than producing a half-hearted platform romp, Disney have gone all the way with a cartoon quality, puzzle solving adventure.

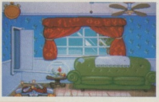
As in the film, Roger has been left in charge of Baby Herman. A supposedly simple task, but Herman spies a huge replica milk bottle atop the neighbouring Moo Dairy and decides that this would be a far more interesting playground. Your task, as the Maroon Cartoon star, is to return the infant to his crib before mother comes home. Two things inhibit the rabbit's progress: one, he's been locked in the house and the other is the steadily-decreasing time limit. Secondly, although the in-game clock has 60 minutes on it, in reality you've only got 20.

Roger has to work his way through three rooms inside the house, three scenes outside and the final challenge in the dairy. The star really earns his money, and along the way is bitten by savage mice, dogs, piranha fish and burnt, frozen, run over and drowned. The solutions to the scenes show real imagination, and although the tasks start easily enough they become exceedingly complicated. The first scene only requires seven moves, but later stages might need anything up to twenty-five.



Each object within a room must be tested to see what they do and if they move .

All the scenes require experimentation and only trial and error will see you through. If you find yourself standing on an incredibly bouncy sofa, it's necessary to find out the effect it will have on Roger. For example, jumping off the sofa onto the fan sends Roger crashing into the floor. By pushing a nearby stool into your line of trajectory, it's a safe bet that the luckless rabbit will ricochet off onto another strategically-placed utensil, and eventually out the window. By now, having seen Roger squash into the floor and smash into walls, you begin to realise why the game is so short and covers six disks. The animation of the suicidal bunny is superb and the game contains more speech than I've heard in any game – which has been taken from the film. Also, probably in an attempt to keep you playing, Jessica, Roger's curvaceous wife, even makes a cameo appearance towards the end.



Escaping the living room is easy, but can Roger get the key in the fish tank?

On landing on the table, Roger must guide his trip up on to the sink.

P-P-P-PLEEEEEEASE!

Roger Rabbit became a major star, after his teaming with Bob Hoskins, and even got a spin-off mini film using the cartoon crew. There was talk of a series but it's since been put on hold. Never hearing Roger's shrill voice again is no bad thing, but if his wife's never allowed to tread the boards again, it would be a tragedy!

As always with animation of this quality, there's a price to pay. Although it's more playable than most, the game is reduced to simple joystick pushing akin to *Dragon's Lair*. The animation, despite needing at least 1Mb and a hard disk, often stops in mid flow, disrupting the cartoon feel. It's not always obvious what to do next and going back to the beginning when the time runs out is very aggravating.

That said, it's a brave attempt at an entertaining and initially amusing title. Roger stands a third of the screen high and actually looks like a slightly anorexic version of the character we all know. Even so, he moves realistically and performs his tasks in detail. If you own a hard drive, and want to impress people, *HRH* is a worthwhile purchase, but a readily disposable one.

Steve Keen

DISNEY £25.99

'Charismatic cartoon chaos, at a price'

GRAPHICS	89%
SOUND	90%
LASTABILITY	70%
PLAYABILITY	69%

OVERALL 73%

PHOENIX

RAM expansions made for the older A500 will not work with the new A500 Plus if they are populated to more than 512k. Phoenix have developed a range of RAM expansion units specifically for the new A500 Plus.

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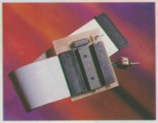

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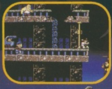
TITUS the FOX

To Marrakech and back

Join Titus the Fox in his hilarious adventure "To Marrakech and Back". On foot, riding a skateboard or flying your magic carpet, you set off across the Sahara to free your kidnapped love - Foxy! You encounter many enemies such as Babyboon, the kid with the deadly bottle, and Toyo the spectacled snake.

This mega-game has already been hailed by the critics as the reference for Jump'n'Runs in the computer-games world.



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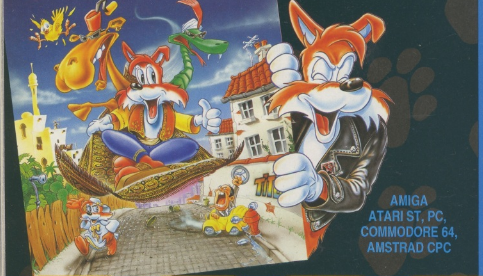

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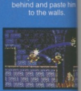
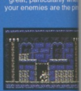
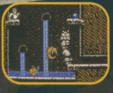


The bowling in this game
great, particularily whe
your enemies are the pi



Can your find your way t
the hidden rooms full o
bonuses, additional ener
and extra lives.



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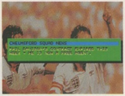
CHAMPIONSHIP MANAGER



CHELMSFORD SQUAD NEWS

PHIL DAVISON'S CONTRACT EXPIRED THIS WEEK - HE IS NOW A FREE AGENT.

Football management games are back in vogue, and the chance to be the next Graham Taylor has captured the imagination of both programmers and punters alike. Over the past few months we've seen *Super League Manager* from Audiogenic and *The Manager* from US Gold and now Domark have entered the fray with *Championship Manager*.

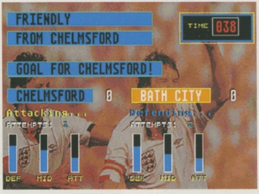
The overall aim is, as usual, to guide a team through a season, putting the big white ball into the opposition's net as often as possible without letting them do the same to you. At the end of the season you want to be top of the league and own as many championship trophies as possible – even if it is only from the Domark cup.

The game system is very complex and detailed, with more statistics and numbers than you'll find on an average poll tax bill. Information ranges from a player's passing and heading skills, to their creative and inspirational abilities, right down to the attitude of individual managers.

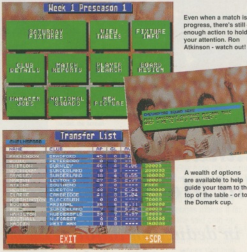
The game is entirely mouse-controlled, run from a series of on-screen menus arranged as large text boxes, and illustration is limited to attractive digitised backdrops. The game menu gives access to each team's results, forthcoming fixtures, current standing in any of the game's dozen cups and championships as well as transfer market details and a resignation option should things get to tough for you to handle.

Interestingly, though, resigning from a club doesn't end the game. Managers are always being hired or fired, as in the real-life game, and one moment you may find yourself managing Preston North End and the next accepting a multi-million pound deal to take over the helm at Liverpool.

For statistic freaks, there are 1500 players in the game, each with their individual skilsl and fitness levels, age, moral, attitude, physical details and a five-year career history. These are spread over eighty teams, along with 650 coaches, managers, trainers and scouts. Four people can *Championship Manager* play at once, competing for league success, along with the Barclays 'Manager of the Month' and 'Manager of the Year' awards.



Even when a match is progress, there's still enough action to hold your attention. Ron Atkinson - watch out!



NAME	CLUB	AP	GL	A	
PARKINSON	BRADFORD	45	0	[illegible]	
[illegible]	PETERBORO	0	0	[illegible]	
WHITLOW	BURNLEY	46	4	4.06	20000
[illegible]	SUNDERLAND	0	0	----	200000
BRADLEY	SUNDERLAND	18	4	6.55	100000
[illegible]	LEYTON O	27	5	6.77	10000
ATKINS	SOUTHEND	0	0	----	FREE
HEATH	EVERTON	49	7	6.64	100000
CLARKE	CAMBRIDGE	41	8	5.04	70000
WORTHINGTON	BLACKBURN	0	0	----	70000
BOOKER	ARSENAL	35	6	6.11	150000
[illegible]	SUNDERLAND	7	2	5.42	20000
HAMILTON	HUDDERSFLD	36	7	4.97	30000
SOUTHALL	N.FOREST	6	6	----	150000
MADDEN	WEST HAM	0	0	----	180000

A wealth of options are available to help guide your team to the top of the table - or to the Domark cup.

Most of the game options will be instantly familiar to fans of the genre. These include team formation and selection, dealings in the transfer market and training options. Of course, all the extra information available gives more value to your judgments, but it would have been nice to see a little more in the tactics department.

The only changes you can make to your team's tactics are in their formation and a choice of five different playing styles, varying from continental to long ball styles. Thankfully, the different styles actually make a difference when playing different teams. A short passing game may work fine in one case, but against Juventas it probably wouldn't work.

Matches are played out in accelerated real time, with a clock counting the minutes in one corner, with six bars depictingthe strengths of each team's defence, midfield and attack, and a meter to detail the number of attempts at goal each team has had so far. When goals are scored, the match pauses to tell you know who's scored and how. Each match is over quite quickly, and provides enough constantly updating information to keep you interested.

Playing *Championship Manager* is rewarding. The game is complex and involving enough to make you believe your decisions are having an effect, allowing you to rightfully bask in your team's success. If it weren't for the rather weedy tactics selection, the game would be faultless. Easy to get into, it's playable at a basic level, but best enjoyed when you've learnt the game system. One of the best around.

Tony Dillon

THROWING A WOBBLER **A manager's mood can also affect a team's chances of pulling off the championship. If you go about your job with ruthless determination and don't mind how many toes you step on to attain your goals, don't be surprised if your entire team asks to be put on the transfer list. Likewise, if you're too wishy-washy, players will ask for huge wage rises and extended contracts. At the beginning of the game, you can select from a vast array of moods ranging from unselfish to rebellious and even withdrawn – the choice is yours.**

DOMARK £25.99

'Innovative multi-player management sim...'

GRAPHICS	65%
SOUND	NA
LASTABILITY	90%
PLAYABILITY	88%

OVERALL 84%

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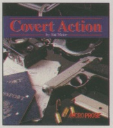
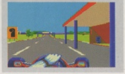
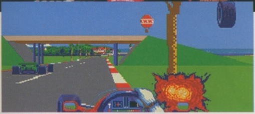


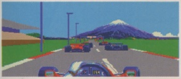
Covert Action, for your IBM PC compatibles, Commodore Amiga and Atari ST from the creators of **Railroad Tycoon** and **Civilization**. MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA. Tel: 0666 504 326

VROOM

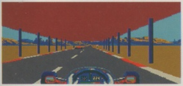
TYRED OUT Each of the six courses features a series of sharp corners which will send any unwary racers shooting off the track. This affects your car in a number of ways, with the wheels buckling and the engine pumping out smoke after every accident. A limited number of crashes can be sustained, but valuable time and fuel are also wasted, giving your opponents the opportunity to overtake. All of your car's features are in limited supply, and dashboard indicators are colour-coded to represent the state of your fuel, tyres, and engine. However, to effect much-needed repairs a pitstop is located to the right of the starting line.



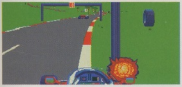




Although the roadside obstacles are thin and weedy, they prove extremely damaging to your vehicle. Also, leaving the track at great speed will leave you with buckled wheels!



Left: Whenever your car whizzes through a tunnel, the screen darkens accordingly, and the sound is muted slightly to add to the realism.



Left: There are six tracks to attempt, ranging from Sweden to the U.S of A, and each has their own winding corners and special hazards.

It's somewhat ironic that the area where most race games fail is probably the most important aspect of the genre - speed. Notable stalled attempts have been the *Chase HQ* games, the *OutRun* series, and *Continental Circus*. The list of winners is limited to *Super Monaco GP* and Geoff Crammond's vector-based epics. In *Vroom*, though, Lankhor have something of an oddity.

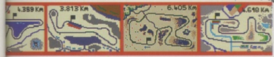
With its minimal graphics, the average Amiga owner weaned on graphical wonders such as *The Godfather* and *Space Ace*, wouldn't give *Vroom* a second glance. However, cowering behind its 8-bit facade, it's one of the fastest racers you're likely to see. Not since Psion released *Chequered Flag* onto the bustling 48K Spectrum market has such a simple race game proved so playable, and the addictivity *Vroom* generates makes it far superior to the said coin-op botch-jobs. It may not feature the many houses and fences that line *Chase HQ*'s roads, but the programmers have instead planted sparse trees which, whilst equally as damaging when hit, ensure the game nips along at break-neck speed.

Opening with options ranging from linking up two machines, to selecting one of the six international tracks and gear systems, *Vroom* skips any unnecessary hassle, allowing the player to get straight into the game. Seated behind the wheel of what appears to be a go-cart but is actually a state-of-the-art Formula 1 racer, and using the joystick or the mouse to steer this unimpressive vehicle, the basic aim of *Vroom* is to overtake a predetermined number of opponents, thus guaranteeing your qualification to the next circuit. However, as your prowess grows, so do the number of opponents you need to overtake.

Unfortunately, it is this simplicity that proves to be *Vroom*'s downfall. The action is limited to whizzing around the tracks, and this offers very little variety. Although an eye must be kept on your tyres, engine and fuel, staying on the road is your prime concern and rather a dull one. Thus, although *Vroom* has the speed that the coin-ops lost in favour of content, it needs a compromise with the speed retained but something added to capture the imagination. As race games go, *Vroom* is certainly one of the fastest and more playable, but alas it has all the content of a packet of Polos.

Steve Merrett

OPTIONLESS Although Lankhor have made *Vroom* quick and easy to get into, a number of options mentioned in the manual are conspicuous by their absence. For instance, the supplied sheet says that your car can be recentred using the 'Help' key if you start to career off the road, and another is supposed to let you view the car from above whenever the F10 key is pressed. Unfortunately, on playing, neither work, making the manual seem rather sloppy.



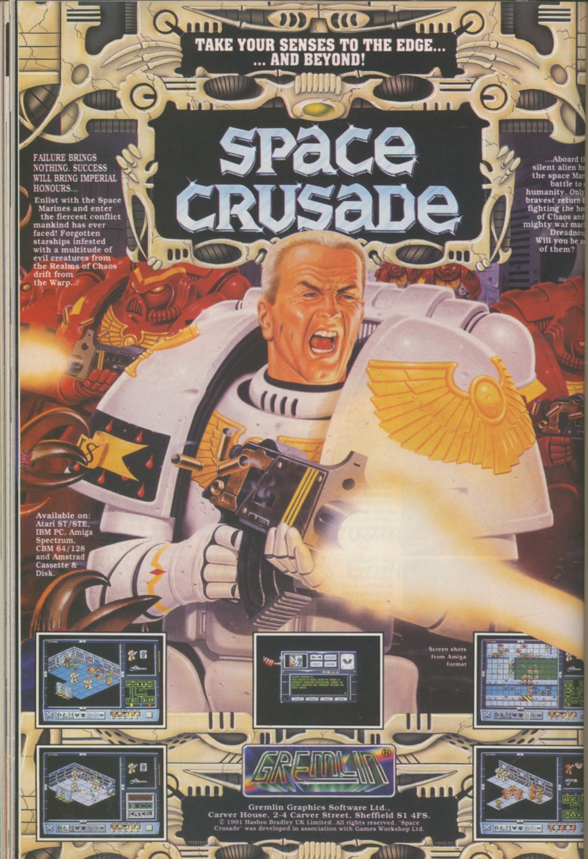
The tracks are shown as a rough guide in the top-left of the screen when you are racing and give an early warning of oncoming corners and hazards. In addition, an approximation of the track's length is given so that you can judge how long your fuel will last.

LANKHOR £25.99

' Fast but ultimately forgettable... '

GRAPHICS	66%
SOUND	54%
LASTABILITY	58%
PLAYABILITY	83%

OVERALL 71%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Screen shots from Amiga format

Gremlin Graphics Software Ltd.,
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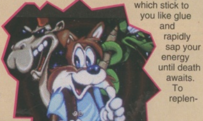
CU AMIGA SCREENSTAR

TITUS THE FOX

After the super-slick success of *The Blues Brothers*, French outfit, Titus, are back with another jump'n'run extravaganza. This time, though, the action centres around the exploits of the rascally old fox who graces Titus's logo as he sets out to rescue his kidnapped girly from the unspeakably evil Shah Hassan. And, naturally enough, all sorts of villains, henchmen, thugs and sword-wielding maniacs are out to tan his hide in the process.

In all, there are 15 levels to complete (plus a kiss'n'cuddle end-screen), each offering a different graphical theme. For instance, some levels are set in the grimy backstreets of Marrakech and come complete with overflowing sewers, rabid dogs, drunken bums and patrolling thugs. Others are set in the sandy dunes of the Sahara, on building sites, deep in subterranean caverns, or amongst the bedouin campsites of nomadic tribesmen. The in-game tune also attempts to instill the proceedings with a suitably Arabic flavour, but proves to be mildly irritating instead.

Each of the assorted nasties has a particular attack pattern. Most annoying are the buzzing bees which stick to you like glue and rapidly sap your energy until death awaits.

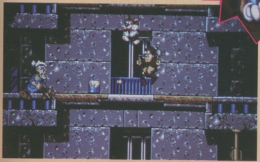


PLATS ENTERTAINMENT

After the runaway success and critical acclaim lavished on their Blues Brothers licence, Titus immediately commissioned another in-house team to design a follow-up. *Titus the Fox* is the result of all their hard work. Such is the competition between the French company's in-house teams, though, that the *Blues Brothers* coders promptly started work on a new, improved sequel – which is rumoured to be far superior to any other Amiga platformer, and should be ready by the end of the year.

To replenish any lost energy, there are health icons dotted around each level (often in incredibly inaccessible areas) and these offer a much-needed shot in the arm. There's also a level code at the start of each area and a padlock icon which acts as a restart point should Titus lose a life.

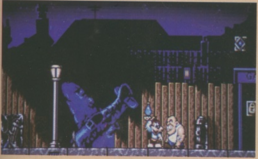
The joystick controls allow Titus to crawl along the ground, jump over obstacles (and change direction mid-jump), and speed along the ground at a fair old rate. Speed is the key here as the player is given control over the rate at which the game

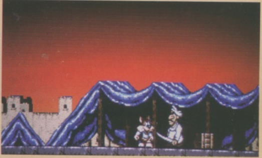


..Left: The streets of Marrakech are filled with all manner of loonies, and they're often armed with knives, swords, submachine guns and other more deadly weapons.

Below left: Before you meet a grisly end at the hands of this skinhead, smash the bottle over his head to send him diving off the screen.

Below: Bedouin tents form part of the backdrop to this level, which is populated by sword-wielding tribesmen.





TITUS THE FOX

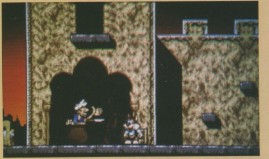
plays. Pressing F10 halves the game's speed, and although Titus's speed is reduced to that of a nailed-down slug, it makes hopping across platforms. Help is also given via a series of objects which are scattered throughout the game. These include a spring to reach inaccessible parts of the game, and a bowling ball to flatten oncoming nasties. There's also an airborne magic carpet, a skateboard and a scooter to speed up your progress - of these, though, the best is the skateboard which allows you flatten anyone who gets in your way. A neat touch to an already well-crafted game.

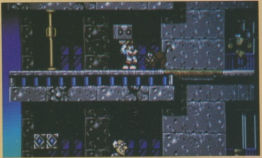
Fighting off the bumbling nasties is effected by throwing bottles, boxes, bins and other such objects at the oncoming hordes. Lob one of these in the direction of the said nasties and they'll invariably leap off the screen with an angry scowl across their faces. Be careful not to get clobbered by your own missile, though, or you'll end up seeing stars and losing much-needed energy. After all, although there are unlimited continues for each level, you're limited to three lives, so be careful out there... If you're feeling particularly cocky, though, it's also possible to sneak up behind an adversary, pick 'em up and throw them instead!

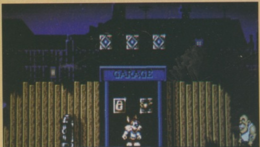
There's very little to criticise about *Titus the Fox*. In super-fast mode the scrolling becomes slightly jerky if there are more than four sprites on screen, and the slower option also suffers from staccato scrolling. The sprite detection is also dodgy in places which is always annoying in a platform game. Still, these points fade into insignificance when compared to its many plus points..

Fox hunting may not be very fashionable at the moment, but that hasn't stopped Titus constructing an entire game around it. *Titus the Fox* is easily their best platform game yet. It's a joy to play and offers more of a challenge than the usual jump'n'run games due to its cunning puzzles and the sheer variety of enemy sprites on the prowl. There are more than 900 screens in total which will keep even the most experienced games-player engrossed for weeks.

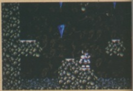
Dan Slingsby


Opponents are often hidden from view and will pop out of their hidding places to deliver a fatal blow at the least expected moment. Approach all objects with extreme caution until you're sure of their purpose.


Some of the levels are massive affairs, often taking up more than 50 screens. In this level, the action takes place over a multi-level tenement building with all kinds of frustrated neighbours taking their anger out on you!



At the start of each level is a password. Make a note of the number so that it's possible to restart the game at the beginning of that particular level.


Falling stalactites are just some of the obstacles to overcome in this underground sequence. Timing is all-important here, so it's best to slow the game down for this part.

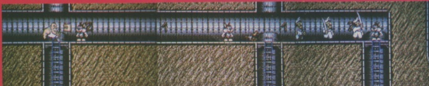
TITUS £25.95

'Polished multi-level jump'n'run game'

GRAPHICS	86%
SOUND	76%
LASTABILITY	90%
PLAYABILITY	92%

OVERALL 91%

TUNNEL VISION There are a number of hidden bonus rooms and secret passages on each level as well as a number of puzzles to overcome. These include a devilish network of underground tunnels on one level with many passages leading to lava pits or dead-ends – at the time of writing this review I'm still well and truly stuck on this level (thirteen). Mapping skills definitely come in handy! Other puzzles include negotiating seemingly impossible obstacles or retrieving objects for use at later points in the game.



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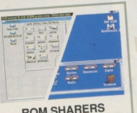

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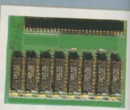

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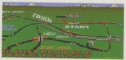
RACE DRIVIN'

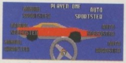
After much stalling, and more than its fair share of false starts, Domark have finally put the finishing touches to *Race Drivin'*, the coin-op sequel to *Hard Drivin'*, one of the finest vector racing games to date.

The original saw you racing a shoe box around a speed track and a rather tricky stunt track resplendent with jumps, bridges, and a 360° loop. Hot on the heels of last month's *4D Sports Driving*, it's interesting to note *Race Drivin'*s similarities.

The game has three different courses, including the *Hard Drivin'* track. You also get a Super Stunt track, with more loops than a bowl of spaghetti, and a short but fast flat circuit. The game lets you access any of these tracks and, as a result, there's little sense of progression or, indeed, achievement in completing a circuit. To do so, there are three cars to choose from, and each has different handling and speed capabilities, ranging from the slow but steady roadster to the fast, but unpredictable speedster which sometimes forgets to take a bend. However, there is also a nippy sportster which offers a sensible mid-point between the two. All are available with manual or automatic gears, come with plates and tax disk, and are ready to roll. Roll being the operative word.



The selection screen where your choice of car and track are made.



As before, the action is portrayed from a first-person perspective, with your view of the outside world shown above a small but detailed dashboard. At times, it appears as if you are actually floating above the track, especially when other cars seem to overtake by passing beneath your car. The only other viewpoint is a distant external view which is useful for showing your more spectacular crashes, but is of little practical use.

On the graphics side, the road moves smoothly and is convincing whenever the track is free of other objects. However, as soon as a more complicated object appears (buildings, trees, or what appear to be cardboard cut-out cows, for instance), the update slows dramatically spoiling the overall effect and playability.

The game controls are the biggest drawback. Although your car can be controlled via the joystick or mouse, the handling just doesn't feel right. There's an option to adjust the sensitivity of the vehicle's controls, but this doesn't improve the car's handling abilities and merely serves to increase your chances of veering wildly off the road and totalling your motor.

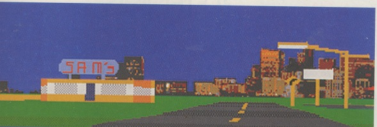
The amount of wheel lock is shown by a small vertical line at the bottom of the screen, with a notch to show the central position. However, the distance between the notch and the line doesn't translate into a constant turning ratio. Oversteer is an annoying problem, and one that is difficult to correct, especially when the game begins to slow down, leaving you zig-zagging across the track. When you consider that you're competing against the clock, the game left me grinding my teeth rather than the gear stick on more than one occasion.

TAKING CONTROL

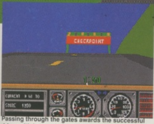
The game was originally designed to be controlled via a mouse. Moving the mouse to either the left or right corresponds to the degree of turn put on the car and moving the mouse the other way centres the wheel. Unfortunately, such a control method is rather alien to joystick wagglers. While pushing the joystick right turns the car in that direction, pushing it left doesn't mean the car will instantly change direction. Instead, the car will slowly straighten its course and only then begin to arc left. This might be closer to the real thing, but finding the right balance between controlled turning and wild skidding is incredibly difficult.

In these days of *Thunderhawk* and *F-29* which use fast and smooth polygons, why are racing games left in the slow lane? *Race Drivin'* manages to build up a considerable head of steam but, ultimately, is going nowhere.

Tony Dillon



With the 'Full Terrain option on, the number of roadside objects is increased, but is extremely detrimental to the game's speed.



Passing through the gates awards the successful driver with bonus time, extending play by a few scant seconds.

FINISH
1:50
AUTO

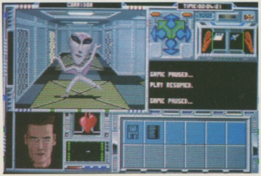
If you tire of wrecking your motor, there's a 'free' video with the package showing a number of amazing crashes.

DOMARK £29.99

'Standard racing game lacking playability'

GRAPHICS	73%
SOUND	53%
LASTABILITY	67%
PLAYABILITY	64%

OVERALL 66%



GAME PAUSED...
PLAY RESUMED.
GAME PAUSED...

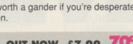
BSS JANE SEYMOUR

Ah, the times I wrote about exploring Jane Seymour's bowels when this first came out... it's just a pity that the game is about as long-lasting as the joke. Set in a labyrinthian space station named after the mini series-starring actress, *BSS Jane Seymour* is a 'hunt-to-kill' mission with all manner of aliens and object-related puzzles awaiting your attentions. Sadly, whereas this would have given plenty of opportunities for exploiting the Alien scenario, instead the game is a plodding runaround, with very little in the way of brain or reflex-stretching ideas.

It's by no means all bad, though, and there's plenty to see in *Jane*'s many passages (titter), just don't expect anything to rival *Dungeon Master.* Not one of Gremlin's better releases, and only really worth a gander if you're desperate for a spot of space exploration.

GBH OUT NOW £7.99 70%

OFF-ROAD RACER



Following their excellent *Rainbow Islands* conversion, Graftgold's next coin-op licence for Virgin was equally hot. *Iron Man Stewart's Super Off-Road Racer* (to give it its full name) is another variant on the *Supersprint* theme, with the wimpy cars and tracks replaced by massive trucks and slippery, tortuous dirt-tracks. Whereas past games in this style have been limited to figures-of-eight and loops, *Off-Road*'s tracks are winding affairs, featuring jumps, chicanes and tight corners. In addition, to aid the veteran driver, extras including better tyres, higher-performance engines and nitro boosters can be bought to 'pep' up your vehicle's performance.

This is a faultless conversion, and the enjoyment is enhanced with the addition of a second player. The trucks are extremely manoeuvrable, and control over them is simplicity itself. Add to these some ruthless computer opponents and a good selection of tracks, and you have an excellent rerelease.

VIRGIN OUT NOW £7.99 93%

Times are hard, but Steve Merrett is here to guide through the minefield that is known as the world of budget releases...

3D TENNIS

Until the release of Infogrames' *Advantage Tennis*, this Sensible Software version of the sport was seeded number one. It broke away from the 'normal' sprite-based sims, by depicting the players as vector-drawn figures, and whilst this sounds an unfeasible system it actually works a treat. Offering a multitude of championships and leagues, all the rules of the game have been incorporated and the triangular figures can perform most of the acrobatic feats previously only accessible to the likes of Becker and Lendl.

In terms of gameplay, though, *International 3D Tennis* comes a bit of a cropper. At first, the game seems very controllable and it's possible to be pin-point accurate with long shots or smashes, but this gives way to tedium as the computer-controlled players are revealed to be weak opponents, offering very little challenge. That said, though, *3D Tennis* still ranks as one of the best of the genre and even though *Advantage Tennis* knocks it out of the court, any budding McEnroes or Nattyrat... Navrati... Navverat... Steffi Graf's are recommended to give this budget offering a go.

GBH OUT NOW £7.99 76%

DOMINATOR

As a respite from their beat 'em up escapades, *Dominator* represents System 3's sole 16-bit attempt at a shoot 'em up. Spanning five levels, *Dominator* is a traditional horizontal and vertical-scroller with plenty to shoot and collect, and rounded off with the totally unexpected (irony) end-of-level guardians. With System 3 famed for their inventive and attractive graphics, *Dominator* looks extremely tame, and this mediocrity is carried through to the gameplay which is dull and over-hard. It seems it was made harder to balance out the lack of levels, but the many waves are rendered virtually indestructible due to the sprite detection which kills the player whenever a bullets so much as looks their way. Complete trash, and not even worth the new reduced tag.

KIXX OUT NOW £7.99 31%

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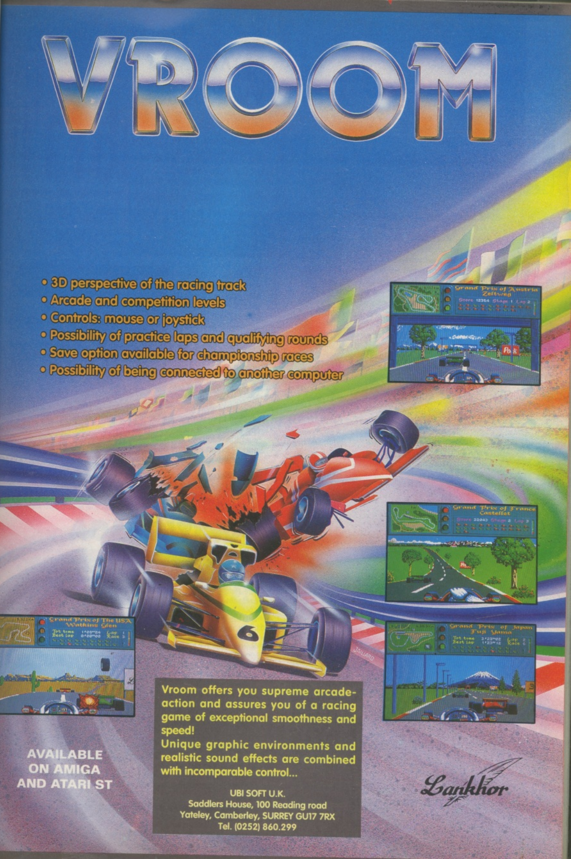
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- 3D perspective of the racing track
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TURRICAN II

Comprising elements of nearly every Amiga shoot 'em up, *Turrican II* is a supreme blast, which still outstrips most of its full-price rivals. Although not boasting a great deal over its predecessor, the sequel sports improved graphics and effects, whilst retaining the run'n'shoot scrolling action of the original. In addition, it also takes the opportunity to expand our tin-plated hero's armoury, and adds numerous new bombs, lasers and effects. For those of you not familiar with the series, then this is your perfect chance to get acquainted. *Turrican II* is a classic shoot 'em up, starring a robotic warrior as its hero. However, whilst containing numerous shoot 'em up ideas within its dozen or so massive platform-laden levels, there are also sequences culled from the *Mario* series, such as secret blocks and rooms.

***Turrican II* is faultless in every respect. Owners of the first game can benefit from this sequel's new maps and tougher guardians, and the game's massive levels mean that it will offer excellent value for money. Whether you're a casual blaster or a die-hard veteran of countless space wars, *Turrican II* is for you: it's fast, it's action-packed, and it's nothing short of brilliant.**

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06
SCORE
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TIME 203
16
06

KIXX OUT NOW £7.99 95%

SHADOW WARRIORS

Slightly overshadowed by the release of *Total Recall* first time round, *Shadow Warriors* is a playable conversion of the popular Taito coin-op. Starring two lithe ninjas, the player(s) have been given the task of infiltrating a drug-runner's base in an assassination mission. What separates *Shadow* from the countless other martial arts games available, is the flexibility of the characters and their surroundings. Whilst many games purport to let the player fully interact with trees and walls, *Shadow Warriors* allows the players to swing from lampposts, uproot phone boxes and kick people into or against walls. As the duo progress, their surroundings change from streets to swamps and eventually into Mr Big's lair, and all boast an army of sprites out to halt your progress.

Shadow Warriors is a playable - if unoriginal - game, and whilst it's by no means the ultimate conversion, it makes *Double Dragon*'s Lee brothers look like Hinge And Bracket.

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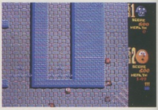
PUFFY'S SAGA

One of UBI Soft's 'odder' titles, *Puffy's Saga* somehow manages to unite *Gauntlet* with *Pacman* to create a nifty little arcade/adventure. Puffy (or Puffette, if you prefer to play as the female of the rotund species) must search for his beloved who has been stashed away in a dingy, multi-level tower by a typically nasty baddy. She now awaits our hero's rescue, but before he stands a chance of freeing her, Puffy must collect all the little gold dots which have been scattered across the tower's floors. In addition, doors must be unlocked before other areas can be entered, and this requires one of several keys. This, of course, sounds a little too easy, so the evil kidnapper has spiced your mission up with the addition of all sorts of ghosts, dragons, and baddies who will sap your ever-decreasing energy on contact.

Puffy's Saga is nearly two years-old now, and is still as playable as when it was first released. Everything about the game is polished, with cutesy sprites and detailed backdrops complemented by smooth scrolling and a massive game task. Some of the nasties are a little to tenacious and the loss of energy is sometimes unavoidable, but, overall, *Puffy's Saga* more than warrants the eight quid asking price.



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STUDIO GATE AND PARKING LOT

At the beginning, don't move, but pick up the four-leaf clover under the sign and the rock in the bottom left-hand corner. Go to the shack on the right and throw the rock through the window.

Enter and go right. Open the cupboard on the right and take the keys from the dead guard. Take everything from the bulletin board. While you're at it, take the bullet-proof jacket and hat and put them on. Put the key into the security panel and enter the appropriate code. This opens the security gate. Go to the front gate and click on the car in the distance. Take the wire cutters and wrench from the boot, turn left and go through the doors.

THE STUDIO OFFICES

Take the lift to the second floor. Leave the lift and turn right twice. You'll be facing a long corridor with seven doors. Take the first on the right, into the computer room. Swipe the book. The next room is Make-up. Take the mirror from the bin, then go to Elvira's dressing room, which is to the right. Take the nail file, the tissues, the towel, the newspaper, the popcorn, three cans of hair spray, the silver clover charm and gas curling iron, which is in the make-up case. There are a pair of Elvira's pants, still warm, but they won't aid you in the adventure!

Take the door at the end of the hall, into the Typing Pool. Take a disk from the box and the cassette player. Head back towards the lift. The third door along leads into the office. Take the drink and soda siphon. The last door is the canteen. Take the cupcakes and soda, and go down to the basement via the lift.

Make some small talk with the Indian chief, and it's time to make a few spells. Some of the mystical incantations don't require any ingredients, so stock up on them while you can. Other spells require mixing, so open the spell book and make Protection (with the soda), three Breath Underwater spells (popcorn, gum and cupcakes), Healing Hands, Luck (clover), five Ice Dart spells and an Unseen Shield.

THE HAUNTED HOUSE

Go back up to the level where you came in, and you'll find the three sound stages near the lift entrance. Enter the code for number two and go through the doors. Turn left and go through the doors. Take the helmet and gauntlet from the suit of armour on the right. Enter the study through the doors in between the knights. Take the prayer book from the study draw and the padlock, and make an Unholy Barrier spell with them. Back in the living room, help yourself to the glass vase (turn it into a Detect Trap

RA2
CRBERUS

spell) and the bucket next to the fire place (Protection spell). Now leave the room and go up the stairs and take the right turning. Turn right at the top and then take two lefts into the first doorway. This is the nursery. Take the building blocks and return to the living room. Stand two paces back from the library door, in front of the ghost, and place a block on the floor, then shoot into the library. Once inside you'll find loads of reference books and some interesting bookmarks, including a poison formula.

Go back to where you came in, and start dropping your stuff in front of the staircase so that you can come back for it later. Don't drop the curlers, pen, keys, gauntlet, helmet or knives, though. Turn the seltzer bottle into a Detect Trap spell. Enter the dining room and take everything you find. Turn the wine into a Courage spell and the glasses into Detect Traps. Now look in the service hatch and you will be whisked off to the meat locker. Take the boots off the biker and put them on. Take the cheese, meat, wine and bread. Make Courage and Breath Under Water spells respectively. Leave your keys and pen here, and heat up the thermostat with the tongs. Get ready to splatter your first baddie with Ice Darts. Put on all protective clothing first, the gauntlet and helmet are the only things you're not already wearing. Cast an Unseen Shield spell and one for Luck, and while you're at it, save the game. You're probably going to run out of darts, so be prepared to go berserk with the pen knife.

Turn right and go down the stairs, then left at the bottom to enter the lab. Take the yellow flask, the bleach, the heart, the skin, the brain (Turn Undead spell) and all the test tubes. The door on the right opposite the locker is the kitchen. Drop all your stuff, except spells, in the kitchen. Put on the armour, step into the hall and turn left. Immediately fire your Turn Undead Spell. A Courage spell will stop you fainting. Throw a Brainboost spell before you embark on a huge spell-making session. Revive (cheese, bleach and meat), Telekinesis (tape recorder containing a magnet), Glue (adhesive inside yellow tin in the kitchen), Protection (bucket), Luck (horses shoe inside bucket), several Fireballs (newspaper, tissues, calendar, postcard and papers from the security hut), several Magic Muscles (pots and pans, tins and knives), two Detect Traps (glass jars on the shelf), Ice Darts, Unseen Shields and a couple of Healing Hands. Keep the meat cleaver as a weapon and the wire cutters for later use.

What else would you expect a fast woman like Elvira to drive? A Morris Minor. Take a closer look in the boot.

Clean out the kitchen and return to your pile to drop the newly collected items off. Take the armour, poison formula and crucifix. Go upstairs and take the left staircase to the bathroom and collect the towel and sponge. Leave here and turn right. Put on your armour and use a Magic Muscles spell and go into the lavender bedroom opposite you. Pull the sheet, and kill the spook with Ice Darts. Take the script and pictures then push the red button under the bed to access the secret room. Grab the chalice and candles and leave. Use the crucifix to ward off nasties. Take the stuff from the mantle piece and make Luck spells. Turn right and take the second door to the right. Don your armour and use some Courage. When you regain consciousness, take the pillow and tuning fork. Now go back down stairs and drop the junk.

Go back to the basement and take the fire extinguisher from the wall next to the chief. Nick the medicine bag and the copper rod, and use Fire Balls on the Yeti if you have to. You now need some stuff from the costume room upstairs. The usual procedure applies: armour on, cast Unseen Shield, and make ready with the meat cleaver. Now enter the room. Go berserk on the witch. Turn her eyeball into a Fear spell. Turn on the light behind you, and take the wizard's robe, the lab coat and the sword. A good weapon at last! Now go across the hall to make-up. Check the pictures you have for the sorcerer's apprentice. Use the mirror, wigs and make-up to get into the part. Put on the lab technician's disguise and go back to the lab where the doctor is. Offer to help him and he'll mix you some poison. Make sure you have the formula from the library, and leave.

Remove the disguise and use the potion on some meat. Give it to the fish in the living room and retrieve the key from the tank. This will open the safe behind the duck picture. Take the pipe, and go back upstairs and turn right at the main hallway. Head for the sinister-looking staircase at the far end; this leads to the attic. You're on your own here, but a small hint is to use one of your spells immediately as you enter the room. Stock up on spells and it's time to leave. Drop everything except weapons, armour, test tubes, crucifix, pillow, towels, gin and vodka bottles, spells, precious metal items, the mirror, hairspray, wizard's suit and make-up, keys and the pen.

THE GRAVE YARD

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Put on the armour and use the sword as a weapon. Walk down the long hall and rush through the cemetery. Don't hang around as the bat will steal your energy. Run into the church. Turn the precious metal items into Magic Armour spells and the relics on the alter into Holy Blast spells. Take the prayer book and keep it safe. Fill the test tubes with holy water and use one of the filled vials with

➤

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U1318	AUDIO MAGIC VOL 2.0 *
U1320	IBEM EMULATOR
U1321	EMULATORS ST/C64 *
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U1489	ICONS
U1528	TEXT+ V3 *+
U1529	DEMO KIT V1.0 *
U1530	INCREDIBLE VIRUS DISK *
U1531	RSI DEMOMAKER FONTS
U1605	McCAD *
U1606	MED 3.2 +
U1636	ULTRAPAINT V3.0 +
U1637	AMICASH +
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U1732	ANTI-VIRUS V3.2 *
G1769	10 PD COPIES *
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G356	MEGAGAMES VOL2 DISK 4
G357	MEGAGAMES VOL2 DISK 6
G361	GOLD FISH DISK 1
G414	RETURN TO EARTH * Elite clone +
G566	JUMPY
G567	TOMTESPELET
G670	HOLY GRAIL * text adventure +
G673	TRAIN CONSTRUCTION SET +
G676	STAR TREK VERSION 1.0 (3) * (2D) +
G742	TENNIS *
G750	FAMILY FUN II
G865	POPEYE LCD +
G879	TREASURE ISLAND for the young +
E893	LEARN AND PLAY (2) for kids
G906	GOLDEN FLEECE * text adventure +
G908	BLIZZARD shoot em up +
G949	THE TURN AND MARBLE SLIDE
G955	SENSO-PRO AND TRICKY
G958	FRANTIC FREDDY
F963	PARANOID breakout clone
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G971	SPACEPOKER
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G1016	QUIZ MASTER +
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G1116	SEALANCE * submarine sim +
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G1148	RAID S.E.U.C.K. game +
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G1789	CYBERTEX GAMES VOL 5 *
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LPD4	THINGAMAJIG jigsaw puzzles
LPD5	JUNGLE BUNGLE * (C) icon-driven adventure
LPD6	PUKADU & SPRITES 600
LPD7	4 WAY LYNX
LPD8	WORK AND PLAY * (C)
LPD9	AMOS ASSEMBLER **NEEDS AMOS**
LPD10	THE WORD FACTORY * (C)
LPD11	GO-GETTER *
LPD12	HYPNOTIC LANDS *
LPD13	JIGMANIA *
LPD14	PLAY IT SAFE * (C)
LPD15	ARC ANGELS SHAPES * (C)
LPD16	REVERSI II *
LPD17	DOGFIGHT II *
LPD18	TOUCHSTONES
LPD19	X-IT 50
LPD20	WORDY * word processor (Not + compatible)
LPD21	QUINGO * pub trivia machine (Not + compatible)
LPD22	LC10 FONTS
LPD23	ESP
LPD24	THE SHINING WAY OF KUNG FU (2) *

ABOVE IS A 2 DISK SET PRICES AT £5.50

LPD25	THE MISSION * text adventure
LPD26	CYAD * great puzzle game
LPD27	FLOWER POWER *
LPD28	BUDDBASE 1 * database
LPD29	BIG TOP FUN * (C) learn at circus
LDP30	SHYMER * (C) text/graphic adventure
LPD31	AMOS CLI PRINTER **NEEDS AMOS**
LPD32	HARD DRIVE MENU SYSTEM *
LPD33	AMOS CREATIVE ADVENTURE TOOLKIT *
LPD34	INVOICE PRINTER *
LPD35	T-TECH DRAW *
LPD36	FRACGEN II * fractals
LPD37	ROCKET MATHS * (C)
LPD38	AMOS ART
LPD39	MAGIC FOREST II *
LPD40	SPRITE BANK EDITOR
LPD41	RESCUE
LPD42	X-STITCH * embroidery
LPD43	LAZERZONE *
LPD44	FORMULA ONE CHALLENGE * manager game
LPD45	MUSIC BOX * learn music
LPD46	MAGPIES CLIP ART I
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LPD49	MARVIN THE MARTIAN *
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A.B.O.T.S.

ELVIRA 2

THE JAWS OF CERBERUS

the crucifix to create a Bless spell. Use this to boost the power of your weapons. Stock up on Ice darts and Healing Hands. Now drag the pulpit over to the left. Put on the armour and launch a Protection spell. Open the trap door underneath to enter the catacombs.

THE CATACOMBS

Dispatch the banshees and move the slab aside. You're going to be down here a very long time so start mapping now. Almost every alcove and room is booby-trapped so make sure you save the game at regular intervals. Traps can be disarmed, and the moment your experience points hit level eight use the Brainboost spell. Mix up Freezing Blade (pen and keys), Illusion (the mirror) and True Flight (the pillow). Apply the Freezing Blade spell to the dagger you find on level two. This, used with the Bless spell, makes the ultimate weapon. When your experience reaches level nine, use a couple of holy water vials for Cure Wounds spells and make some Nova spells (hairspray and bottles). Do not use Telekinesis, Buoyancy or Holy Blast spells and keep at least one Unholy Barrier in reserve. It's down here on the far wall on level six that you'll find Elvira. However she's revealed to be a doppleganger, so kill her. Pick up the war-lance.

Back in the church, the Angel of Death creeps up on you from behind. Throw up the Unholy Barrier spell and don't move or the effect will be broken. Start lobbing Holy Blasts at him and then Fireballs. If he's still there then finish him off with Ice Darts.

THE SPIDER CAVES

It's time to change studios. This one's a stroll in the park after the last. There aren't many traps and most of the creatures are no match for the super being you've become. Stop by your junk pile to restock on spells, heal your wounds and organise your stuff. You need all your spells, including as many weapon-type spells as possible, you'll also need the the sword, armour, yellow liquid in a flask and the nail file. Collect all the crystals and mushrooms as they have special properties and can be turned into spells. Every beast you come across needs to be killed before you can get the goodies. Upon entering, find the lift and turn it on. Turn the crystals into spells as soon as you find them. Edible mushrooms make great Herbal Healing spells. On level A, use the Buoyancy and Breath Underwater spells before entering the lake. At the bottom next to the nymph is a rope, so take it. Level B has a small side cell containing a binding scroll guarded by a scorpion. On level D you'll find the director. Take the lift key from his wallet, using the Telekinesis spell to get it. Also on this level is the giant spider. Fire an Ice Dart to get her attention. When she chases you, lead her into the lift. Go through both doors and close them behind you. She'll be trapped, so you can explore her web. Kill the doppleganger and take the tomahawk. To leave the caves use the hanging strand of the web to swing back up to level C. Take the lift to level A.

FINALE

The real Elvira is being held inside the Haunted House. Stop just inside the entrance and take the barometer off the wall. Turn it into a Summon Storm Spell. Go up to the roof of the house and evoke it. Now go back down to the basement where Frankenstein's monster is (make sure you have the wire cutters handy). Raise the lever to the right side of Frankie and flip the switch on the left. Quickly snip his head wires with the cutters. Take his metal head band, scalp and brain. Elvira is in the room behind Frankie.

You should now have a Resurrect spell (brain, heart, scalp, eggs and a prayer book), Bind Demon spell (binding scroll and rope), 10 black candles, magic bag, tomahawk, warlance, pipe, chalice of blood and matches. If you haven't got all these, go get 'em. Return to the church and, with help from the reference books in the library, revive the priest. Make him draw a pentacle of blood in the parking lot. Get the chief to bless the magic bag, warlance and tomahawk. He'll do this when you return the pipe to him. Arrange these items where you can get to them quickly. Back in the parking lot lay out the candles on the pentacle and light them. Use the magic bag to summon Cerberus. Use a Bind Demon spell and as soon as the lightning goes down, throw the lance at him. Hurl the tomahawk straight through his heart. The beast is now dead, so collect your well-earned rewards!

12
2
2
3
3
LEV 02
P.P 24
H.P 14
EXP 0212
INV
UP
DOWN

Just when you thought it was safe to invite the mother-in-law around for tea and biscuits in comes Seahag from Hell. Don't even think about entering this room until you've got more magical experience than Paul Daniels.

ADVENTURE

HELPLINE

Welcome to what must rate as the most useful aid to trapped adventurers in any mag. This month's column is full of help for struggling adventurers and RPG players locked in a dank dungeon. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

CRUISE FOR A CORPSE

The nominations for the 1992 Computer Games Oscars have arrived on my desk (announcements on April 14) and it was no surprise to see that Delphine/U.S. Gold's *Cruise for a Corpse* is jostling at the starting gate amongst the Bookies Favourites.

So many readers have fallen foul of this graphic whodunnit that I have decided to reveal some of the secrets which the Mermaid's Codes refer to. If you are stuck, go to the Mermaid Figurehead at the rear of the ship and examine her to get a secret code.

Code	Action Required
1a	Find note in Niklo's Study
1b	Show note to Barman
1c	Examine suitcase in Fabiani's cabin
1e	Interview Fabiani in Dining Room
2a	Talk to Suzanne
3a	Interview Julio in Daphne's cabin
4a	Talk to Logan in Smoking Room
3b	Talk to Suzanne in Bar
4b	Find paper in Smoking Room
1e	Interview Tom in his room
4c	Get key from rug in your own cabin
4d	Open Desk in Study and examine the clasp on Jewellry
5a	Read note on desk
4e	Get invitation from drawer in Dining Room
4f	Walk to the Port side to find Tom and Rebecca
6a	Find the necklace inside the bathrobe in the Laundry
8a	Interview Dick Schmock beside the Mermaid
6b	Interview Tom in Smoking Room
6c	Search Suzane's Cosmetic case in her cabin
10a	Get drink from bar and go to top deck
10b	Give drink to Suzane
10c	Interview Suzanne.
8b	Interview Fabiani in his cabin
8c	Look through porthole into Tom's cabin.

In between these actions you should walk around the ship. Simply jumping between locations using the map will not suffice. Make sure you examine the clasp on the bracelet or some of the game's options will stop working (the Inventory command fails). I'll give you the remaining clues next month.

KNIGHTMARE

If, like me and virtually every other Amiga RPGer on the planet, you are currently hacking your way through the monster-crammed corridors of Mindscape's *Knightmare*, you may find some of the spells rather confusing. 'Never give a hero an even break', seems to be Mindscape's motto – the rotten, mean so-and-sos. So, just to clarify a few things, here is what those rather cryptic spells are actually designed to do:

STAFF OF MYSTIC SPELLS:
Confuse – Spins your opponent around and sends him packing.
Remove – Removes illusion walls.
Shield – While the spell is active it will partly shield you.
Block – This will totally protect your team for one blow.
POW – With this your team will hit harder.
Aim – Increases your hits with missile weapons and magic.

CROSS OF LIFE SPELLS:
I.Q. – Cures team members who have been struck dumb, which in turn affects their Dexterity.
Destone – Cures heroes/heroines who have been turned to stone.
Youth – Reverses an Age Attack.

SKULL OF STATUS SPELLS:
Wisdom – This supposedly helps your wizards increase in levels.
Dexterity – The higher your dexterity, the more effective your launch weapons and magic missiles are.
Agility – This is a measure of how hard your hand weapons will hit.
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LORD OF THE RINGS

A group of exhausted Hobbits have written to me, begging that I help Alan Cookson from Tyne and Wear. It appears that 'Alan the Dork' (their description, not mine) has been leading them on a merry dance through

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VOL. I
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ADVENTURE HELPLINE

Interplay's *Lord Of The Rings* since Christmas and they are getting brassed-off with his lousy leadership. He is now in Withywindles Cave puzzling over the Staff of Ice which is locked into an ice-wall. In an effort to help our hero melt the ice wall, the Hobbits have given me this advice for other Ring adventurers:

1. Don't discard the Star Key.
2. Don't let Nob Appledore near Bill Ferny.
3. Have a rest at Bombadils and look for Gimll amongst the bottles.
4. Beware of strange women in Pubs.

Well, on behalf of our readers I'll accept your trade, so here is the information you seek. Withywindles Cave is found behind a waterfall and she will only help you, if first you show her Goldberry's token and then trade the Lillies with her. To reach the Ice Staff you must use a Countermagic spell. The Staff will help your band to cross the lava pits in safety.

As for your advice to avoid strange women in Pubs - you must be joking. I spend my evenings looking for them!

LEGEND OF FAERGHAIL

Carl Brown of Wakefield has a problem within the Dwarven Mines in *The Legend Of Faerghail*. Where is the Corona? What is the answer to the dwarven Blacksmith? How do I get past the Beam of Light? And what is the answer to the Earth Elemental's Riddle, asks Colin? Take a big breath and here we go..

On level 6 of the Mine, you will find a room with a strong light. The Corona you seek is protected by this light. Retreat to the North then move South, then East to find Adamit. With Adamit in tow, find the dwarf and give him the answer SPINGO. Move East from the dwarf and use the stairs to find a key. Return to the Dwarf and travel North, where you'll find another Dwarf who will supply you with a Mirror Shield to give to Adamit. This is what you need to get past the light and gain the Corona.

There are lots of Elementals in this game and I wouldn't bet my best sword that I have identified the riddle you are stuck with, but if it's the one which is 'much like a sword...' the answer is PLOUGH.

HEART OF CHINA

I've been playing *Heart Of China* this month, so I was ready for Mark Pearl of Morcombe when he wrote to say that he was stuck in an area within the Bandit's Fortress, looking into the fangs of two deadly cobras. As a natural hero, it was easy for me to whip out my gun, shoot either one of the snakes, get the girl and run North to the balcony. Grab a cord from the curtains and attach it to the railings. 'Then with one mighty bound, I was free.' This is a great game with superb graphics and its difficulty level would suit new adventurers. It is slow if you are loading from floppies, but the wait is worth it. Definitely one to impress the neighbours, as this is an Indiana Jones movie come to life - it's just a pity it's so disk-intensive. Still, perhaps it's time to buy a hard drive...

SECRET OF MONKEY ISLAND

It's a tough life being a pirate, but it can be even tougher passing the Entrance Exam. You don't need a GCSE in Plank Walking to get in, but you do have to pass the Three Trials which are the Pirate Chiefs. Rehan Mayet has struggled to complete the first two trials, but when it came to finding the treasure of Melee Island he couldn`t find Diddley-Squat! He cleverly bought a treasure map from the man on the street corner, but he could make no sense of it. I bet you were surprised to find that the map you bought was just a set of dance steps. However, the clever footwork which it shows, is the answer to your problem. The directions Back, Right and Left point the directions you must go through the twisty forest trails. For example, as you enter the forest take the Back path off the first screen. Next, take the Right path to move to the subsequent screen and so on. Eventually you will arrive at a spot with an 'X' marked on the ground. Guess what's under there? You do have a spade I assume?

LEISURE SUIT LARRY

Father Christmas dug deep into his sack last year and stuffed *Leisure Suit Larry* down Nick Williams' chimney in Littlehampton. Since then, young Nick has been as successful with the game as Larry is with girls. 'No matter how much I talk to Faith and Fawn, I can`t get any response out of them,' moans Nick. An old Jewish saying comes to mind in this case. 'With a net you catch fish. With presents you catch girls.' Thus, presents are indeed the solution. In Lefty's Bar there is a red rose which can be found in the hall – and remember that women are suckers for a single red rose. If you then examine the basin in the toilet, you'll find that someone has left a diamond ring after washing their hands. Behind the guarded door in the bar are the stairs which lead up to the Hooker's bedroom. This gorgeous gal has just what you are looking for – a box of candy. These goodies should make Fawn's eyes light up (like shining a torch in a Bimbo's ear!). You should also take 100 dollars with you. Sorry about that, but let's not take chances.

MANHUNTER

The world has been taken over by man-eating aliens from outer space. Mankind is enslaved and being served up as the main-course. And what did S. Rock of North Weand do to help? This double-crossing swine has thrown his hand in and become a Manhunter. After spending months tracking down humans for his new masters he himself has now become the hunted and is in trouble. Trapped inside Sierra`s *Manhunter New York* he has found Modules A, B and C

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ADVENTURE HELPLINE

which will help him to power up the alien ship and escape, but now he seeks Module D.

To find the last Module, go to the Hospital (as you did on the first day) and you will find that the exit previously guarded by the robot is now open. Don't worry if you get caught in the corridor, as there is no way of avoiding it. Providing you have the crowbar from the park (it's under a bush nearby the dead body), you can escape. The module you seek is built into a body-mincing machine which you'll see the next room.

BARD'S TALE III

In the November issue I gave some hints as what to do in the Arboria section of *Bard's Tale III*, but Shayne Horwood of Australia is still stuck, so I guess I'd better elaborate a little further. Once you enter the lake and find the palace follow these directions: 7W, 1S, 2W, 1N, 1W, 1N, 2W, 1N. Now use the canteen several times to get the Water of Life. Jump to location 2N,12E using the APAR spell and you'll find the exit stairs. You can now travel to the Pile of Arefolia leaves and take one. This magical item is used to cast a GILL spell.

Thou art in the Camp of Skara Brae.

Add a member
Remove a member
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Transfer characters
Delete a member
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Leave the game
Enter wilderness
The Ruin
AC
HIT
PTS
SPL
PTS
CL

BLOODWYCH

Mirrorsoft may be gone, but the melody lingers on. One of the better games which they were responsible for, and which drove us all mad just a few years ago, was *Bloodwych*. Terje Sandberg of Oslo is bashing his skull against the walls of the Moon Tower in an effort to solve the riddle of the two-pit room. One pit is in front of the entrance and the other in front of the exit. The riddle on the wall says 'First you rise, then be wise'. It looks like Terje is neither wise or capable of rising over his difficulties.

All he need do is cast a Levitate spell to lift his whole party over the first pit (this trick also works when crossing Firepath and Blaze spells). The trick doesn't help with the second pit because some rotter has cast an anti-magic area around it to confuse you. Instead, you must close the pit by stepping on the pressure pads which are found on either side of the room's central square and down the passages at the sides of the room. Trial and error will solve the problem but, be careful, as there is a magical spinner in the central square which will confuse you.

ULTIMA V

'Seeing that the *Ultima* series is rated by so many, the total absence of any mention of the games in these pages is remarkable. Am I the only one to get stuck? I completed *Ultima IV* with relatively little difficulty, but I'm finding *Ultima V* much tougher. Please remember that not all of your readers are twelve year-old boys! So writes Janet Blunt, who is stuck on Level 8 of the Dungeon Of Deceit while searching for the Shard of Falsehood.

>Look-East

Thou dost see a table

Babushka 60G
Shamino 5G
Iolo 90G
F:63
G:150
4-5-139
South Winds
Ultima V

Having arrived on Level 8, go South four times from the ladder to the intersection. Move East twice, then face south. Go South through two rooms (behind the pillars are some Dragons which can be killed - but you can't get their treasure. Also watch for a trip that releases some monsters).

Go South to the room with five Black Squares in a wall and take the ladder which is to the far side. Take a torch from the upper right-hand corner, walk into the space where it was and push on the East wall. On the way out push the West wall in the lower left-hand corner. This allows you to access the first block where you'll defeat a monster. Push on the West wall to open a block to the East. Defeat the monster, enter the block he occupied and push the East wall. This opens a wall to your West, where you enter another block with a monster. Kill him, enter his space and push the west wall, exposing the block furthest to the East and releasing the Dragon (use Morning stars or spells on him before you release him).

Go down to the space he occupied and push the East wall. That releases the other Dragon. Kill him, and go East from the space he occupied. Push the South wall to open a wall to access the ladder down on the far side. Take the ladder to the Underworld.

PERSONAL NIGHTMARE

Vic Read of Plumstead can't find the key which opens the car boot in the garage in Horrorsoft's first adventure.

I'm not surprised that he can't get the car boot open, because it doesn't open. Instead, to get into the garage, you must avoid being run down by the car on the second night, and cause it to crash by dodging in and out of the road while moving down the street until you reach the spot where the tree is. You'll now find a bunch of keys inside the wrecked car which will unlock the garage door and other places beside. Return to the garage and enter. You will need the GLOVES, AXE, OIL STONE and MATCHES at this point. Go to the rear of the large car in the garage and press the RED button to raise the lift. Get the SPANNER from the workbench and go down into the pit under the car. 'WIPE SUMP NUT' and 'UNDO NUT' pouring oil onto the floor. 'DIP OIL STONE' into oil and sharpen the axe. Get the GOGGLES from the work bench and WEAR them and the GLOVES. Go back to the rear of the car, and, using the box of MATCHES, 'LIGHT OXYACETYLENE TORCH' and then 'CUT HOOK'.'EXTINGUISH TORCH', 'DROP GOGGLES', 'DROP GLOVES' and then 'GET HOOK'.

KINGS QUEST IV

The oddly-named Desperate Dan is inside the whale's belly in *Kings Quest IV*. He has a peacock's feather but no idea where to stick it. The trick is to carefully climb up the tongue towards top centre (starting from the right hand edge), and find a safe spot where you can stand up and tickle the dangly bit with the feather. The area to stand on is a lighter colour, too – easy, eh!

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.

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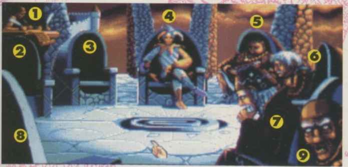
STORM MASTER

Brave the storm, with Steve Keen's guide to the windy city...



1 The Scribe – Used to load and save games. Saving games costs money so don't do it too early in the game.

2 The Inquisitor – The head of the secret police. It's vital to spy on your opponents' kingdom before embarking on a mission. Suss out where your adversaries' koopler gun positions and the major cities are to save flight time. Steer clear of his airfields or you'll waste precious time fighting rather than looting. He'll also warn of any discontent in your camp and the likelihood of oantone defecting. Pay attention to the disgruntled and they'll stay put.

3 Leonaardo – Regular visits to Leonaardo will ensure his loyalty, so keep dropping in on him.

4 The Joker – He doesn't cost much to keep happy and can make all the difference between an upsurgence in your cities and peace. Keep the people entertained and you can tax them to the limit, when you're in a spot.

5 The High Constable – If you've invested wisely, before long you'll have more produce than you could ever use. If it's useless to you, sell it and reinvest the money. Within no time, you'll have the original goods back and a sackful of cash to boot. Whenever possible avoid taxation, it brings little reward and upsets the people.

6 The Master Miller – Don't build mills willy-nilly. Take the time to find out where the strongest winds are and build there. It's better to invest money in a couple of well-located mills than several half-powered ones. There are usually five good points on the map spread evenly between the plains, mountains and forests. Make sure you have a mill in each of these locations to ensure you are never short of the different produce needed to make ships and engines. However, don't neglect the people. Place cattle on the mountainsides, wheat in sheltered plains and shy away from strong winds for maximum results. A single investment in these will not suffice. As your population increases, so should your budget for food.

7 The Adviser – For a meagre one point he'll tell you everything you need to know about your kingdom.

8 The Commander – Build kooplers along the coast line, adjacent cities and airfields for complete defence. Make sure your airfields are spread evenly. The further away from Sharkaania's coast they are, the less time and money you'll have to complete your mission.

9 The Ecclesiast – The Ecclesiast holds the power of the winds so use him to locate the strongest gusts before constructing or placing mills and livestock. He can also rejuvenate the land where the wheat is placed so keep an eye on your crop yield. He can often triple the output with a single spel, tool. By performing well on the religious ceremonies, he can collect wind spells. Smaller ones are great for boosting the mills output and the larger ones to devastate the enemy's territory before a raid.

IT'S ALMOST ALL UP WITH HIM

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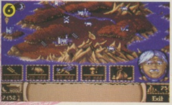

8
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7152
Exit

THE CAPTAIN
CURRENT POTENTIAL : 1
ENLISTMENT PAY : 4 MAA
HE'S THE MASTER ON BOARD,
HE CONTROLS ALL THE
OPERATIONS.

small tips

If it's top tips for all the top games you're after, then look no further...

FINAL FIGHT U.S. Gold

Poooo-ieeee! We're not exactly *Final Fight*'s greatest fans, but it seems that a few of you liked it. Still, while you start to recover, you may feel the need to cheat to reach those slow-moving later fighters. If so, pause the game and enter the words SHERRIF FATMAN. When the game is restarted infinite lives are yours.

ROLLING RONNY Virgin

Oh dear, this is a rather sad attempt at the console genre, and is destined to gather dust on the shelf of many a games player. Still, if you want to eke out a few minutes more fun from it, press F9 whenever you want some more dosh for poor Ronny's funds.

HUDSON HAWK Ocean

Another cutesy platformer – and one of Special FX's best games yet. Still, Baldy Bruce Willis is really up against it during the game, but no more. Pause the game and type SANITYCLAUSISCOMINGTOTOWN (don't add spaces). Then (yawn, yawn), infinite lives will be bestowed upon our little ball-lobbing hero.

00002000
07 27

KNIGHTS OF THE SKY
Microprose

Our verbose letter writer, Stuart N. Hardy, has found a useful tippette for Microprose's WWI battler. If your plane is peppered with shots and badly damaged, avoid a battle and land in a field. Keep the engine running and drive your plane to a friendly airbase where it can be rearmed and refuelled. If the enemy planes attack, their bullets always miss and will fly in your path allowing you to blast them! Avoid trenches, though, as these are fatal.

ROBOCOD Millenium

Hoorah! What an excellent little platformer, and it also contains one of the best cheats we've ever seen. On starting, send Robocod jumping up to the top of the blue building and you'll see an Apple, an Earth, a Cake, a Hammer, and a Tap. Take the first letter of each item and you'll get AECHT – an anagram of CHEAT. Collect the objects in the right order (Cake first, followed by Hammer, etc) and Lordy me, invincibility is your for the taking – indicated by a flashing fish, no less... Actually, if you enter the first room and exit immediately via the left-hand point, all the game's doors will open up, too!

GODS Renegade

S'funny, but we were told that there wasn't a cheat for this. Oh well, there's nothing like changing your mind is there?

When asked for a password, enter the word SORCERY and your sprite will be given endless life.

FINAL BLOW Storm

Complete crap sums this up nicely, but if you really want to see what lies past the tenth identical boxer, press F10 six times to render a fighter's defences redundant.

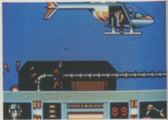
DEUTEROS Activision

If infinite goodies are to your liking, then follow these simple instructions. Enter the surface stores and press Shift and C. The screen will turn a vivid shade of green, so press Shift and C again to gain those promised infinite goodies.

THE SUN
MATERIAL
IRON
TITANIUM
ALUMINIUM
CARBON
COPPER
HYDROGEN
DEUTERIUM
METHANE

DARKMAN Ocean

We never received a review copy of this, and having seen it I can understand why. We've seen some tripe before, but this is so bad it gives dripping a bad name. To extend your agony if you own it, though, type MEACULTA for infinite lives.



SPACE ACE II Readysoft

Readysoft always put cheats in their games which let them play without touching a single key. For this one, type HURRYDEXTER0 (no spaces, and that's a zero), and press Return. Type it twice to make sure it works.

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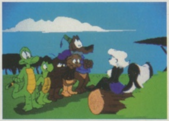
DEMOS

Steve Keen takes a further exhaustive look at Amiga PD. If you want to separate the wheat from the chaff and the good from the naff read on...

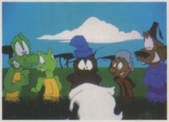
QUALITY TREAT

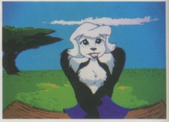
Weird Science have four new quality slideshows on release: Astronomy, Blood Sport, Born Free and WrestleMania. Each disk features excellent colour digitised pictures which are the closest to photographs I've seen. The first and last disks speak for themselves, but the other two concern the Claude Van Damme film and cuddly wildlife - not that they're related.
Fortiss PD, Disks 307 382 383 384



SKUNKS AND HUNKS

Have you got 2Mb to spare? If so, you won't find a more worthwhile investment than the Pogo animation by Eric Schwartz. Looking like a Skunky version of Amy the Squirrel, the ravishing rodent comes into contact with some woodland wannabes. It's coy, it's cute, it's cartoon animation. What more can I say? Add it to your collection.
17 Bit, Disk 1289 ★★★★★





SPACE RACE

Not quite *Space Harrier*, but what do you expect from an *AMOS* game? Cool Cucumber's *Cosmic Racer* sees you guiding a lone hover speeder across the surface of seven moons, weaving in and out of the electric poles thrown up in front of you. Each level is succeeded by a shoot 'em up section and the need for quick reflexes doubles. Not bad at all.
Amiga Nuts, Disk 1225 ★★★

YOU
are
DEAD

SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.
Amiganuts: 169 Dale Valley Road, Hollybrook, Southampton.
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Ground Zero: 4 Chandos Road, Redland, Bristol, BS6 6TE.
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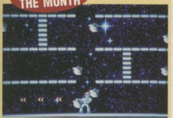
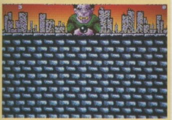
Polly Soft: 1 Bryant Avenue, Southend-On-Sea, Esses, SS1 2YD.
Shieldsoft: Wimar lodge, 13 Churton Road, Rhyl, Clwyd, LL18 3NB.
Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.
TCS: Handsworth Road, Blackpool, FY1 2RF
Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

TO HULL AND BACK

Interesting, but by no means ground-breaking, is the Joytester from Devilsoft. Simply plug in your stick, load up the program and wait for the graphic to appear. As you move the stick, the program will tell you if all's well inside the plastic hull. A useful tool to add to workbench, it also tests sticks and pads from other systems, and can test up to three fire buttons. NBS, Disk U692 ★★

demo of
THE MONTH





FICTION ADDICTION

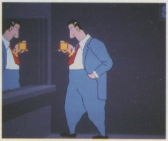
We've had some great games in this month, but first place in the addiction stakes goes to The Warlord's Obliteration. The team have taken *Turrican's* sprite, enlarged it and stuck him in the middle of an asteroid-infested platform blast. There are two games on the disk, the second of which is *Mad Bomber II*. The aforementioned gent sits atop a brick wall hurling bombs down at you in varying degrees of speed. You must collect the incendiaries before they hit the floor. The Art Of Noise's Close To The Edit heralds the game's arrival and rounds off the fun.

SHARP AS RAZORS

Razor have done it again. Their new demo shows the Amiga's ability to produce top-notch scrolling effects to the full. Starting off with some fantastic text presentation, complete with fades, fracturing and 3D space animations. Highly entertaining stuff from an extremely professional outfit. No boring vectors or text here. Brilliant.
17 Bit, 1604 ★★★★

WELL SUITED

A slightly old animation which has just returned to the PD scene. Originally put together by Sparta in California, a rather ruffled man walks into a bathroom and finds a *DPaint* colour filler. He combs his hair and starts to change the colour of his grey suit. Rejoicing in the fact that he no longer has to wear grey, his concentration slips for a second and he presses black. Going the way so many of my pictures have gone, he wipes the whole screen out including himself. Great idea and good fun.
Ground Zero PD, Disk A109★★★

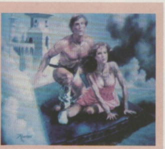


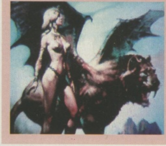
DON'T MENTION THE WAR!

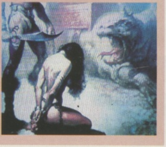
More ham-laced, ray-traced slideshows from Germany. Although most of the pictures are great, the compilation suffers from Germanitis: much too self-indulgent. I could have done with seeing more stills instead of having to read about the coders. Check this out if you collect ray-traced images, but have a German-English dictionary to hand.
17 Bit, Disk 1646 ★

DIGITAL FANTASY

A great collection of Boris Vallejo fantasy pics digitised by Tamer Aygun using *DigiView Gold 4*. There are 18 pics to scroll through and a choice of four sound tracks, including an adequate rendition of Jarre's Oxygene II. Even though quality of reproduction has suffered, nothing can diminish Vallejo's work and he's amongst the best in his field. 17 Bit, Disks 1644 A&B ★★★★







Scenery Animator
animation by venusware '92

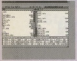
LAND LOVERS

California-based teams never do anything by halves. If they want to produce a supposedly impossible effect on the Amiga, rest assured they'll do it somehow. That's why these two 1Mb landscape animations last a mere five seconds each, but, such is their size, they come on two disks. The demos have been put together on a 3Mb A500 using *Scenery Animator*, and took over five hours to produce. One day all games will look like this, but for now we'll have to make do with these. 17 Bit, Disks 1619 A+B ★★★

START
UPD5, 20 HOLMESIDE,
SUNDERLAND, SR1 3JE
091565 2506

UNITED PUBLIC

AGATRON - TOBIAS RICHTER


SID 7 MESSYSID II

ALCATRAZ ODDESSEY AN ABSOLUTE EPIC !!!!

DIE FILTH - RAMBO STYLE ARCADE ACTION !

MANGA DEMO

BRUNOS MUSIC BOX GREAT INTRO !

LPD47 DIRTY CASH

DRAGONS LAIR SUPERB DEMO !

RAY OF HOPE 2 BRILLIANT DEMO !

GAMES

PG001/2 ADVENTURE SOLUTIONS 2 disks full of adventure solutions! (2)
PG003 AIR WARRIOR This is a flight simulator program +
PG004/5 ALL NEW STAR TREK Great game from Tobias Richter! (2) +
PG006 ANTEP & SLOT CARS A graphical role playing game & a car game +
PG007 APIDYA Brilliant demo of a great new game. Get it !
PG008 ASI 1 Tanx, Rollerpede, Avatris, Caverunner & Amigoids, +
PG009 ASI 2 Girl action, Missile command Invaders & 3 more! +
PG010 ASI 3 Megaball & Drip! Superb breakout game & platform game +
PG011 ASI 4 Jumper, Gomoku, Cracker, Jumpy, Turbo duel & Klondike! +
PG012 ASI 5 Raid, Go Looly & Retaliator. 3 shoot em ups +
PG013 ASI 6 Downhill challenge, Pacman 87, Meta Llamas & Welltrix
PG014 ASI 7 Destination Moonbase, Trix, Mightworks & Clauds runner
PG015 ASI 8 Air ace II, Hball, Number Fumbler & Snakepit! +
PG016 ASI 9 Battle pong & Blizzard - Two absolute great games !
PG017 ASI 10 Escape, Pipeline, Pickout & Sys!
PG018 ASI 11 Dad, Connex, Towers of Hanoi, Reversi & Trippin!
PG019 ASI 12 Llamatron, Car, Powerpong & X F 1!
PG020 ASI 13 Ball,Asteroids,Twinris,Block it,Squamble & Amigatration
PG021 ATIC ATAC A conversion of the old classic Spectrum game +
PG022 AWESOME PREVIEW Fantastic preview of a great game!
PG023 BATTLEFORCE A strategy war game similar to Mechforce
PG024 BLACKJACK A really good version of the game! +
PG025 BUCK ROGERS A nifty litle shootemup from the C-64 days !
PG026 CASTLE OF DOOM An easy graphic adventure game! +
PG027 CHINESE CHECKERS Computer version of the popular board game +
PG028 COLOSSUS & WORLD Two very good adventures from Software distillery+
PG029 CROSSWORD COMPILER Nice program for making crosswords! +
PG031 DARKSTAFF A spectrum emulated text adventure game +
PG032 DRAGONS CAVE great Dungeons game, nice graphics! +
PG034 ETERNAL ROME & DOMINOES 2 nice games on this disk +
PG035 ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
PG036 FLASHBIER Over 200 levels in this boulderdash type game
PG037 FRANTIC FREDDIE Classic platform type fun with good music
PG038 GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc +
PG045 GROWTH Brilliant game where you must shoot the brain! +
PG046 HACK Great text adventure in the infocom style! +
PG047 HOLLYWOOD TRIVIA Nice trivia game with lots of questions! +
PG048 HOLY GRAIL A nice text adventure, one of the best +
PG049 JETMAN remember the old game jetpac ? Well here it is ! Mega!
PG051 KILLER CARS A great car game with filled vector graphics ! +
PG052 LAMER GAME Similar to operation wolf shoot em up. +
PG053 LARN Another very well regarded text adventure game +
PG054/55 LEARN & PLAY Great fun for the kids on two disks (2) +
PG056 LASERZONE Great old 64 classic shoot em up!
PG057 LEAPING LARRY Simple platform game done in Amos
PG058 LETTRIX Nice puzzle games similar to Tetris!
PG059 LORE OF CONQUEST Exellent space trading game D&D style!
PG060 MARBLE SLIDE Puzzle game, build slides up!
PG061 MASTER OF THE TOWN Shoot the signposts in this game
PG062 MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound +
PG063 MORIA Text adventure based around Dungeons & Dragons theme!
PG064 NAPOLEONIC WAR SIMULATOR A nice strategy type game!
PG065 NESTOR CARD GAME Another card game, looks quite good! +
PG066/67 NETHACK Dungeon & Dragon adventure style game, very popular! (2)
PG068 NO MANS LAND Hi tech war games shoot em up. +
PG069 NU GAME Shoot em up with good graphics, quite difficult!
PG070 PETERS QUEST Rescue the maiden in this fun platform game +
PG071 POM POM GUNNER Blast the enemy aircraft in this Beachead clone +
PG072 PROPERTY MARKET Become a millionaire before you retire at 65
PG073 RAPHAELS REVENGE A turtles game done in SEUCK! +
PG074 RETURN TO EARTH Elite type space trading game! +
PG076 SEVEN TILES Superb futuresports speetball type game, Great!
PG078 SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK +
PG079 SEALANCE A submarine strategy game seems very involved +
PG080 SERENE SHOOT UP Another good quality Shoot em up +
PG081 SERENE II Follow up to the above game +
PG082 SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK! +
PG085 STARFLEET Nice little game done in SEUCK! +
PG086/87 STAR TREK The US version by Jim Barber, very good (2)
PG088 STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg +
PG089 STAR TREK THE SHOOT EM UP Yes a SEUCK version of game. +
PG090 SUBCULTURE Playable 1st level of a good shoot em up! +
PG092 SWIV DEMO Superb demo of an exellent shoot em up!
PG093 TENNIS A good shareware tennis game! 1mg
PG094 TRAIN CONSTRUCTION KIT make your own track layouts! +
PG095 TREK TRIVIA For you Star Trek freaks, loads of questions!
PG098 TURRICAN 2 PREVIEW Great demo of superb shoot em up!
PG100 THE JAR Very nice little jump & run game.
PG101 THE INSIDERS CLUB Stocks & shares game, see how far you get
PG102 WATERMINES Nice boulderdash type game!
PG103 WET BEAVER GAMES Version of the old pong game! +
PG104 WONDERSOFT GAMES Golf, Congi, Missile, Trillon, Windmill etc!
PG105 WIZZYS QUEST A very good arcade adventure game from Germany +
PG106 YELP Nice little painter type game! +
PG107 ZEUS A very good & popular block puzzle game +
PG108 ASI 14 New Pack, China Challenge II & Amiga Columns!
PG109 TOMCAT Nice vertical scrolling shoot em up! +
PG110 SUPER SKODA CHALLENGE Nice new car racegame! +
PG111 MIDNIGHT THIEF A nice text adventure game!
PG112 ULTIMATE CARD GAMES Cribbage,Hearts,Bluemoon,Patience & Solitaire!
PG113 WASTELANDS Superb 3d vector game, you must get this, brilliant! +
PG114 CHINA SHOP-Great bull in china shop game, smash everything in sight!
PG115/119 NEXT GENERATION TRIVIA 5 disk game with loads of questions! (5)+
PG120 MISSION X Shoot em up game. Very good graphics +
PG121 A500+ GAMES PACK 21 games to run on the A500+
PG123 LEMMINGOIDS Great game, blast the Asteroids (lemmingoids?)
PG124 TOTAL WAR great new "Risk" type game, ok on Plus! +
PG125 CARD SHARP 5 fab card games, Klondyke, Demon, Castle etc! +
PG126 SKYFLYER Superb WWII shoot em up, great graphics! +
PG127 AIRMANIA Super platform game from Addware + chance to win prizes!+
PG128 CHEAT WORKS Tremendous amount of cheats on this disk, very good!
*PG129 PUGGLES Brilliant Q*Bert style game ! Get it While you can !*

EDUCATIONAL SOFTWARE

PE001/5 EDUCATION SET Science, Geography & more. Superb ! (11+) (5) +
PE006 KIDSPAINT Superb talking colouring book for the very young! +
PE007/8 LEARN & PLAY 2 disks of educational programs. under 10s +
PE009 STORYLAND 2 Brilliant kids game, save toyland from the witch!! +
PE010 TOTAL CONCEPTS ASTROMOMY Fab interactive book on a disk. Get it ! +
PE011 TOTAL CONCEPTS DINOSAURS Learn about the dinosaurs, fantastic! +
PE012 MR MEN STORIES Excellent for children learning to read +
PE013 SIMON & SPACE MATHS Talking maths program for kids +
PE014 SPANISH, FRENCH, GERMAN TUTOR Translates all languages +
PE015 TREASURE SEARCH Help the pirate find that treasure ! +
For more excellent educational software see the DeJa Vu listing

BUSINESS SOFTWARE

PB001 AMICASH Brand new bank management program. very easy to use. +
PB002/3 ANALYTICALC Now unpacked and ready to use! (2 disk version) +
PB004 ASI LABEL PRINTERS All the best label printing programs on 1 disk +
PB005 BANKIN A complete cheque book analysis program. Keep tabs on cash +
PB006 BUSINESS CARD MAKER Make your own with this useful utility. +
PB007 CLERK Another program similar to Journal, manages your bank account.
PB008 DTP PUBLISHER From Germany, English translation now available+
PB009 FLEXYBASE DATABASE A simple to use database for the beginner. +
PB010 JOURNAL A nice program designed to keep track on your finances.
PB011 MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calc
PB012 QBASE Database program, simple to use with full search facility.
PB013 QED A nice easy to use text editor program ! Load, save, print. +
PB014 RIM DATABASE Very comprehensive relational database system.
PB015 TEXTPLUS V3.00 One of the best wordprocessors, inc. Amigaspell. +
PB016 UEDIT LATEST RELEASE !Word processing shareware program. +
PB017 VISICALC SPREADSHEET Simple to use spreadsheet program based.+
PB018 WORDWRITE WORDPROCESSOR Comprehensive wordprcessor,speller
PB019 600 BUSINESS LETTERS contracts, letters, allsorts included ! +
PB020 TEXT ENGINE 3.0 New version ! Superb quality wordpro. Get it ! +
PB021 AMIBASE PROFESSIONAL Now PD !!! Powerful easy to use Database +
PU022 BBASE II A fast & easy to use database program !
PU023 FORMS REALLY UNLIMITED Excellent form generation program +

UTILITES & GENERAL

PU002 A-GENE Good geneology program, to trace your family name. 1meg. +
PU003 A68K 68000 Assember program for the Amiga rather difficult to use.
PU004 A64 EMULATOR Commodore 64 emulator program + some basic listings!
PU005 AMATEUR RADIO 1 Some programs of interest to the radio ham! +
PU006 ANIMATED POINTER PACK Disk full of animated pointers!
PU010 ARP 1.3 Amigados replacement project, contains new libraries & more !
PU012 ASI GRAFFIX UTILS Great disk full of graphics convertors etc. +
PU013 ASI BOOT UTILITIES Loads of bootblock utilities on here. +
PU015 BIORYTHMS, STARCHART Check your Biorythms & Examine the night +
PU017/20 C MANUAL II (4) New and better ! Version 2 now comes on 4 disks! +
PU021 C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!! +
PU022 CHEMESTHETICS Chemistry program for molecule display etc! +
PU023 CHET SOLACE UTILS 26 utilities on this disk.
PU025/32 CLIPART 8 disks crammed full of some of the best clipart around! +
PU033/35 COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various +
PU036 CURSER BASIC COMPILER Just what you need to speed up basic progr+
PU037 D-COPY One of the best PD copy utilities available, easy to use. +
PU038 DARKSTAR UTILITES 3 A disk full of assorted useful utilities
PU039 DBW Good PD ray tracing program inc some pictures ! CLI Knowledge.
PU040 DEMOLISHER UTILTIES 168 easy to use utils something for everyone +
PU041/43 DESKBENCH Nice alternative workbench,Icons + bases (3)
PU045 DIRECT ACTION A useful Utility for editing animation sequences.
PU046 DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
PU047 DOPE INTROMAKER Make your own intros with this utility.
PU048 DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens.
PU049 DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc
PU055 ELECTROCAD PREVIEW If your'e into circuit design try this now V1.4! +
PU056 EXILE FONTS More of theses superb fontscreens. For use with DPaint +
PU058 FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
PU059 FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!+
PU061 GENESIS DEMO Superb fractal generator, really good!
PU062 GRAPHICS UTILITIES Load of useful graphically orientated programs. +
PU063 HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility. +
PU064 HARDDRIVE UTILS Some good utilities for hard drive owners. +
PU065 ICONMANIA Loads of programs for icon creation & many icons! +
PU066 ICONS This disk is just crammed with useful & varied icons. +
PU067 IMPLODER V4.0 Very good crunching program, very efficient! +
PU068 INTERFERON PRO Create protection bootblocks against viruses.
PU069 JAZZBENCH A great alternative workbench much preferred by many!
PU071 JR COMM 1.02 Latest version of another superb comms package! +
PU072 KEFRENS METALLION UTILITIES Great util disk full of fonts & more! +
PU073/76 KING JAMES BIBLE Old testament & New testament & text reader (4)+
PU077 LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp Logo+
PU078 M-CAD Computer aided design package uses hi res mode. Good. 1M.+
PU079 MACVIEW,DRAW,ROTATE Collection of three unusual programs.Good!
PU080 MESSY-SID Easy to use PC - Amiga file transfer program, Brilliant
PU082 MOBED A very useful program for editing sprites and bobs.!+
PU083 MORSE PROGRAMS Disk full of Morse code programs for radio hams.
PU084 MYSTIX HARDWARE MODS Documents disk for hardware modifications.
PU086/7 NORTH C 1.3 (2) A two disk unpacked version of above program. ! +
PU088 NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !+
PU089 PASCAL COMPILER Now becoming a popular language, now PD
PU090 PC EMULATOR Software PC emulator needs MS DOS to run! CGA graph+
PU091 PENDLE MEGAUTILITIES 1 An essential collection of over 200! +
PU092 PENDLE UTILITIES 5 Another great compact by the Red Devil.
PU093 PENDLE UTILITIES 6 includes copiers and more utilities
PU094 PENDLE UTILITIES 7 A very popular utility collection. Try it !
PU095 PRINTER DRIVER GENERATOR Design your own printer driver with this+
PU096 PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PU097 PRINT STUDIO V1.25 Great utility for accurate printout of pics,text.+
PU101 QUICKBENCH Another alternative workbench system, very clever this!
PU102 RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker
PU108 ROT A simple 3D drawing package for your Amiga. Very popular.+
PU109 SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc! +
PU110 SCOPE 115 Structured clipart for use in Professional page ETC.+
PU111 SID V1.6 Newest version of the easy to use CLI utility. Essential !
PU112/3 SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc.(2)
PU114 SOZOBAN C Another very popular C envioroment, similar to North C
PU115 ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
PU116 SUPER 'C' DISK As near to a hard drive as mere mortals get!
PU117 SUPERKILLERS Kills 190 viruses, more than Master Virus2.2. A must!
PU118 SUPER WORKBENCH Yet another alternative workbench disk!
PU121/2 TV GRAPHICS Superb Dpaint backdrops and some great fonts. (2) +
PU124 ULTIMATE ICON DISK Contains Iconmeister,Iconlab,Iconmaster & icons +
PU125 ULTRAPAINT v3 A nice paint package for IFF pictures! +
PU126 UTILITIES COLLECTION Another great collection of utilities about 100!
PU127 UTILTIES DISK 1 Another one for the collection. About 60 or more.
PU128 VECTOR DESIGNER A very comprehensive but difficult to use proggy.
PU129/30 VIDEO APPLICATIONS (2) Programs for use with genlocks & videos! +
PU132/3 WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2)
PU134 WORKBENCH HACKS Disk full of amusing workbench hacks!
PU136 ZX SPECTRUM EMULATOR Latest version now with sound too ! +
PU138 LAST HOPE Priceless when you've just erased a valuable file! +
PU139 GRAPHICS CONVERTERS Convert graphics, format PC disks etc!
PU140 LITTLEBENCH At last a file copier etc for A500+ (Dos 2 ONLY) ! +
PU141/2 TAROT II Learn about your stars with this program, on 2 disks! +
PU143 OPTIUTILS 1 Disk crammed with superb utilities! +
PU144 OPTIUTILS 2 A second disk full of utilities! +
PU145 OPTICOMMS 1 Contains Ncomm 1.921 Lharca, Zoo Arc etc with docs! +
PU147 BEATRIX POTTER Clipart converted from the PC. Lovely. +
PU149 ELECTRONIC PROTOTYPER Demo version of a "Veroboard" designer! +
PU150 FOOTBALL LEAGUE EDITOR Update league positions of your fave team!
PU151 BROTHERHOOD UTILS 1 Dcopy,Boot menu,Scenery,Qed (DOS2 ONLY!) +
PU152/66 CLIPART SET: A 15 disk set of all the best,available in one set! +
PU167 MULTI-PLOT Excellent data plotting program ! latest Version

ANIMATIONS

PA001 AEGIS ANIMATIONS 3 anims, Juggler, Plane & Merlyn. +
PA028 AGATRON ANIMS 5 great short looped animations! +
PA029 APPLECUS ANIMATION Great anim of an abacus (applecus??) +
PA030 BAD BIRD ANIMATION Not too bad this one. +
PA031 BASKETBALL A basketball player shooting a ball into the net. 1M +
PA032 BONGO ANIMATION Animation of a man playing the bongo drums. +
PA033 BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1M +
PA034 CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1M
PA035 COOL COUGAR A cartoon style anim, tells the story of cool Cougar.1M +
PA036 CX1 SPACESHIP A cool sculpt 4D anim of a ship circling a globe +
PA037 DART ANIMATION Good animation of a dart passing through a
PA038 DRAGONS LAIR TIME WARP Animation of the cartoon game .1
PA039 ERIC-S AMY VS WALKER Cute & sexy(?) squirrel chasing Walk
PA040 ERIC-S BATMAN A great animation featuring batman and the jo
PA041 ERIC-S COTOTE 2 This ones a corker,coyote up to this tricks 3
PA042 ERIC-S COYOTE STRIKES BACK Not too good this time but po
PA043 ERIC-S MORE AEROTOONS More humorous cartoon capers. G
PA044 ERIC-S SHUTTLECOCK Two Space Shuttles playing with a sat
PA045 ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon.1
PA046 FRANKLYN THE FLY Great anim of a day in the life of a housef
PA047 GHOSTBUSTER ANIMATION Anim on the popular ghostbusters
PA048 GYMNAST ANIMATION Animation of a gymnast swinging on ba
PA049 HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Ha
PA050 HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancin
PA052 LAUREL AND HARDY Brazzel Atkins, select your film from the
PA053/4 LIGHT CYCLES (2) Huge animation from the Tron film. Fab.
PA055 LUXO TEENAGER Father & son lamp animation, excellent 1M +
PA056 MAGICIAN II this ones a bit better, more glossier this time roun
PA057 MAGICIAN Similar to the juggler anim, but not quite as glossy
PA058 MINER A miner truck loading coals into a buggy to be taken aw
PA059 MR POTATO HEAD Watch the potato man in cabaret! +
PA060 NEWTONS CRADLE ray traced animation, plus F-19 and Rockin
PA061 PHAROAH ANIMATION An animation of a Pharoah kings mask. +
PA062 PIANO ANIMATION This is an animation of a cartoony piano! +
PA064 PROBE SEQUENCE Probe investigateslife forms on distant pla
PA065/68 REAL 3D (4)Superb demo of effects possible with Real 3D.1
PA069 REAL THING HORSES demo of the animation package for delu
PA070 SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
PA071 THE BOINGS Great anim of 2 Zebedee characters on springs!1
PA072 THE JUGGLER the old classic animation that sold 1000s of Ami
PA073 THE KNIGHT DEMO Animation of a knight climbing out of a boo
PA074 THE WALKER DEMO Helicopter attacking the walker. Film style.
PA075 THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1M
PA076 UGLY MUG ANIMATION The ugly mug goes for a spin! +
PA077 UNICYCLE ANIMATION Exellent animation of a unicycle & a car!
PA078 WINGS Superb quality red baron biplane animation. Very nice.1
PA079 ZEUS BUST ANIMATION Animation of a golden bust rotating! +
PAO79 MR POTATO HEAD 2 Another great Chris Hill animation disk! +
PA080 LEMMINGS ANIMATION Great lemmings animation. Check it ou
PA081 BUSTER DOUGLAS Digi anim of Busters not so famous momen
PA082 TAXI DRIVER Nice anim of a taxi moving along the road+

AGATRON AVENUE

AGA01 RED LOTUS Spinning down the road. Fantastic !!
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your amiga screen !
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation. 1Meg
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great ani mfrom the movie (CLI, Showanim)
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible ! 1M +
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game. Good. +
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing ! +
AGA20 Huey 2 A helicopter leaving a landing pad. Neat. 1M +
AGA21 ENTERPRISE DOCKING WITH SPACE STATION - WICKED !!! 1M +
AGA22 ENTERPRISE APPROCHING Another stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation, shows off your amiga !
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg or over. 1m +
AGA26 SHIP ROCKING at sea, / enterprise leaves dock. 1m +
AGA27 BOOK OPENING Nice anim of a book opening. 1 Mg
AGA28 SHUTTLE & ENTERPRISE Fabulous animation by Richter. 1M +
AGA29 MILLENIUM FALCON The ship being chased - Excellent 1M
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim of a rising out of a table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE animation Bird of prey animation & Klingonhit! 1m
AGA34 SPACE OFFICE - Star trek anim, a little bit short +
AGA35 SPACE PROBE, great anim of a probe zooming off 1m +
AGA36 BIRD OF PREY, loop the loop, excellent animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this on out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG - BUY ONE !!)

POWER-ANIMS

PP001/2 ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this no
PP003 AT THE MOVIES Cute anim from Mr Schwartz featuring Amy squ
PP004/7 AUTOMATED LIGHT (4)Fab battlestar galactica type animation.
PP008/10 BUZZED (3) Great animation of a wasp crashing into things.
PP011/12 DATING GAME (2) Superb new demo from Eric Schwartz, Get
PP013/15 DRAGONS LAIR (3) Three meg power demo with sound effects
PP016 GULF WAR ANIM Find out what happens to Hussein! Brilliant 2m
PP017 JUGGLER II Juggler meets Ms.Juggler. Great followup 1.5Meg
PP018/20 LOST IN SPACE (3) Remember the old TV series ? This is it !
PP021/24 LANDING (4) Tobias Richter Poweranim ! Superb ray traced
PP025/27 STATION AT KHARN (3) Animation of a a spacestation,nicely
PP028/33 UPGRADE (6) Wow ! Camberwick Green meets the Amiga !
PP034/35 VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
PP036/37 WALKER DEMO (2) The 2 disk 2mg version of this classic dem
PP038/39 WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg
PP040/41 AT THE MOVIES II Brilliant, works on 1 to 3 mg configuration

DEMOS

PD001 AGONY DEMO Brilliant graphics in this game demo,show it to ST
PD002 ALARM MEGADEMO Nice new demo with a good acid type vide
PD005 AMOS 3D DEMO Shows you some effects that are possible with
PD007 ANARCHY INSPIRATION IS NONE Demo with superb ray trace GF
PD008 ANARCHY MADNESS II Bobs and Filled Vectors, superb music!
PD009 ANARCHY SYSTEM VIOLATION Classy demo Vector Bob Gfx Co
PD010 ANARCHY DIGITAL INNOVATION Their latest and best , superb!
PD011 ANIMATORS MEGADEMO A nice new megademo from the Anima
PD016 BUDBRAIN II Hilarious megademo, house music video & more
PD017 CASCADE MEGADEMO Curious demo with a puzzle and an acid
PD018 CHAOS ROCK A fantastic light show based on fractal patterns. +
PD020 CRIONICS MEGADEMO Includes the superb maddona demo and
PD021 CRIONICS NEVERWHERE Superb ! with a Real world demo & Ma
PD022 CRIONICS TOTAL DESTRUCION Very nice plasma plus kickin mu
PD023/25 ALCATRAZ MEGADEMO Exellent, huge demo on 3 disks! + (3)
PD026 CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome !
PD027 CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vecto
PD028 DARKNESS MEGADEMO II Another unlimited bobs demo !!!
PD030 DEAD DANCE THRASH Amazing thrash metal soundtrack & wier
PD032 DEVILS LABYRINTH Great new demo with some fab effects,RGB
PD033 DEVILS NO REALITY Another great multipart demo from Devils! +
PD035 ELVIRA DEMO An exellent demo of a very good game!
PD036 E P I C Incredble preview to a new game by Ocean, vectors. 1M

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PD037/38 ERPLAND (2) Brill kalidescope patterns on this great demo! +
PD039 FILLET THE FISH Similar to puggs, but not quite as good. +
PD041 FRAXION FUTURE VISIONS Superb Aliens-type intro plus pictures +
PD042 GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid video!
PD043 GOLDFIRE ULTIMATE FX Another good megademo from Goldfire. +
PD044 HORIZEN SLEEPING BAG Great multipart demo with vectors, music.
PD046 IRAQ DEMO Amusing demo of Saddam meeting President Bush !!!
PD049/50 KEFRENS MEGADEMO VIII Loads of filled vectors and music.(2)
PD051/52 KGB MEGADEMO (2) A great house music video & vector drummer
PD053/54 LAUREL & HARDY Good demo sings 'The lonesome pine' song.(2) +
PD055 MAGNETIC FIELDS HYSTERESIS Excellent vector graphics !
PD056/57 MAGNETIC FIELDS SPACED OUT (2) demo with great music tracks
PD058/59 MAXIMUM OVERRIDE (2) Very nice filled vector demo by TSB.
PD061/62 MONTY PYTHON (2) Brilliant demo featuring lumberjack song +!
PD063 MONTY PYTHON NUDGE NUDGE Another amusing sketch ! (2)
PD064 NEWTEK DEMO 3 exellent demo,take your machine to the limit!(2)+
PD064 NOT THE NINE O CLOCK NEWS Amusing sketches on these disks (2) +
PD066 PHENOMENA ECES A very good demo with light sourced vectors ! +
PD067 PHENOMENA INTERSPACE Is time Linear ? Get this to find out!
PD068 PHENOMENA ENIGMA Absolutely brilliant, one of the greatest +
PD069 PHENOMENA JOYRIDE Another absolute corker of a demo!
PD070/75 PINK FLOYD THE WALL (6) Yeah ! A huge demo based on film !
PD076 PLASMUTEX Kickin Soul!!Soul music beats & wild copper plasma! +
PD077 PMC ALPHA OMEGA An absolutely superb filled vector demo. +
PD078 PUGGS IN SPACE A classic demo, the kids will love it.
PD079 PRISONER DEMO Remember the old 60s series? heres the demo! +
PD080 PULLING THE TRIGGER Well laid out set of demos. +
PD081 PURE METAL CODERS Present fractal demos disk, very nice.
PD085 REBELS MEGADEMO II An old classic blast from the past! +
PD086 REBELS COMA This one is a classic ! the best Acid video on Amiga
PD087 REBELS SNAP A nice demo with spooky style music track. Great
PD088 REBELS TRIPLE TROUBLE Some brilliant plasma effects here! +
PD089 RED SECTOR CeBIT 90 An old classic filled vector demo, music
PD090/91 RED SECTOR MEGADEMO (2) Still stood the test of time, good +
PD093 SCOOPEX CHROMIUM Superb demo with great graphics and music.+
PD094 SCOOPEX MENTAL HANGOVER One of the best demos of all time. +
PD095 SHADOW OF THE BEAST DEMO Superb demo of a classic game! +
PD097 SILENTS GLOBAL TRASH This is a MUST for all demo freaks +
PD098 SILENTS ICE Latest demo from the Silents. Brilliant music +
PD100 SIMPSONS BY DECAY With superb animation and a great music beat
PD101 SIMPSONS EQUINOX Remix of the song & pics of our fave Bart! +
PD103/4 ST PEPPERS LONELY HEARTS 60s syle demo from Brazzle(2) +
PD105 TECHNOFLIGHT MEGADEMO Not a bad little megademo.
PD106 TECHNOFRIGHT A spooky demo with good music & effects!
PD108 TOMSOFT TRIP TO MARS Very good 3D filled vector trip to mars
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year
PD111 UNREAL DEMO Superb graphics & sound in this great demo. +
PD113 VANGELIS DEMO Great music & superb colour cycled gfx. 1mg. +
PD114 VECTRA SINKING DEMAND Really good filled vector demo.
PD116 WITH VECTORS TO HEAVEN New demo just in, check it out! +
PD117 WRATH OF THE DEMON DEMO Another to show off the machines gfx+
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent
PD120 KEFRENS GUARDIAN DRAGON A very nice new demo from Kefrens!
PD121 DIVINA TECHNO FRIGHT Vectors in front of Ham pics? Good! +
PD122 AC/DC MONEY TALKS Amusing animated cartoon of Angus & co! +
PD123 ITALIAN BAD BOYS MANGAD Japanese style cartoons & techno music!
PD124 ANDROMEDA DECAYING PARADISE Very good vector demo & music! +
PD125 RAY OF HOPE 2 Great megademo, good music & graphics!
PD126 LEROY 1 Great pack inc. Substance, Shining vector, & more! +
PD127 BASS SUBLIMINAL VISION Very heavy rave music & graphics!
PD128 DIVINE INSPIRATION New music disk by Goldfire. Very good.
PD129 RAZOR 1911 VOYAGE Another great party winner demo Super effects!
PD130/34 ALCATRAZ ODDESSY Awesome 5 disk space extravaganza ! Brill ! (5)
PD135/6 CRIONICS HARDWIRED Fab space anim with superb effects & music (2
PD137 ANGELS EVOLUTION DEMO Great psychedelic vectors & more!
PD138 ANARCHY SEEING IS BELIEVING Brilliant demo with exellent music!!
PD139 TRACKERS POWER & AGONY DEMO Some unusual Vector effects! +
PD140 CELSIUS 23 MORE VECTORS A Terminator intro + hundreds of vectors! +

MUSIC DISKS

PM001 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised ! +
PM004 ALCATRAZ 'THE POWER' Excellent re-mix of the song by Snap.+
PM005 ALCATRAZ MORE THAN MUSIC A superb music disk well presented+
PM007/8/9 AMAZING TUNES II (3) This ones a biggy loads of great music !
PM010 AMEGA PARTY WINNERS Four EXCELLENT songs that won the party +
PM011 QUEEN - THE INVISIBLE MAN Also includes a remix of ride on time
PM012 AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Excellent music by 4-Mat +
PM014 BANGING RAVES Yeah ! Pump up the music, kickin remix of house
PM015 BEAST SONIX Scoopex present the music from Beast I, all tunes. +
PM016 BEATLES SONIX Lots of Beatles music done in Sonix! +
PM017 BEATMASTER 808 STATE Cubik and more of this type of music
PM018 BEATMASTER I LOVE TECHNOLOGY More of the rave type music. +
PM019 BRUNO'S MUSICBOX II This is great Jazz-Funk music ! +
PM020/21 BRUNOS MUSIC BOX III More jazzfunk style music. Get it ! +
PM022 CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter. +
PM023 CLASSICAL MUSIC II Another great classical music disk. +
PM024 CRUSADERS BACTERIA Great music disk one of the best ever! +
PM025 CRUSADERS AUDIOX Another classic music disk, great music.
PM026 DEPECHE MODE MUSIC Nice soundtrackered disk of their music! +
PM027 D-MOB MUSIC 3 A Great quality house music re-mix, Really good ! +
PM030 DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house
PM031 DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it
PM032 DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant!! +
PM033 DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin Touch Me. Brill!+
PM034 DIGITAL CONCERT 6 Latest in the series, very good quality House music
PM035 DIGITAL DEBUSSY Great classical music from Mr Baxter, Clair de lune+
PM036 DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk. +
PM037/39 DO THE BARTMAN (3) The Chart topping song sampled on 3 disks! +
PM041 EQUAMANIA II Demo with a great dance music track and fab equalizers !
PM042/43 EVIL FORCES Brand new mega acid/house demo (swearing!)(2) +
PM044/45 HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks)
PM046 GENESIS LAND OF CONFUSION A sample of the well known track. +
PM047/48 GOLDFIRE CEREBRAL DELIGHTS (2) Excellent music disk. +
PM050 JARRE DOCKLANDS The keyboard wizard, sampled on your amiga. +
PM052 KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box ! +
PM053 LSD DONT PANIC Superb new music disk, exellent quality music.
PM058 MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music! +
PM059 MANIACS OF NOISE This is brilliant! Great stevie wonder type music! +
PM060 MIAMI VICE REMIX Sampled music + a digitised pic! +
PM061 NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to music ! +
PM065 PHENOMENA MUSIC DREAMS I 20 wicked songs by twins +
PM066 PHENOMENA MUSIC DREAMS II Second in the series More music ! +
PM067 POPEYE MEETS THE BEACHBOYS Great demo very funny! +
PM069 RAZOR FACE ANOTHER DAY This is an incredible music track !!
PM070 RHAPSODY IN BLUE Great conversion of Gershwin by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Tangerine Dream style music & game! +
PM073 SILENTS FULL POWER House it up music. Inc Remix of tricky disco. +
PM074 SOUND OF SILENTS This is a must ! Great atmospheric music!
PM075/76 STAR DREK SAMPLED (2) Amusing mickey take of Star Trek.
PM077 TALK TO THE TREES Another very funny sampled music/Comedy track.
PM078 TECHNOTRONIC REMIXES Pump Up the Jam and Get Up !
PM079 TECHNOTRONIX REMIX The songs remixed into one great track !
PM080 THE SOUNDS OF GNOME Mahoney and Kaktus music. 46 great tunes.
PM082a/82b VIVALDI - FOUR SEASONS (2) Superb 4 Seasons by Mr Baxter! +
PM087/88 HIS MASTERS NOISE Mega music disk by Mahoney and kaktus (2)
PM089 THE SHAMEN MOVE ANY MOUNTAIN Another great 2 disk set! (2)
PM090/91 MOZART HORN CONCERTO'S 4 superb concerto's from H.Gannon +
PM092 PIANO TUNES 9 great Protrackered tracks from Andy Chilton! +
PM093 UTAH SAINTS REMIX What can you do for me remixed by Tony Hilton! +
PM094 GUNS N ROSES Superb music demo by the rock band.
PM095 HARDCORE III Brilliant techno dance tracks.
PM096 LED ZEPPLIN Rendition of Stairway to heaven. Great!
PM097 GRAPVINE MEGAMIX Really nice music disk. Worth listening to.
PM098 ERASURE MIX Remix of erasures top songs.
PM100/103 MANIC RAVES II Fantastic 4 disk music set with Simpsons anim! +
PM104 500 THINGS COMEBACK 4 great rave type tracks, very well done! +
PM105/6 KEFRENS MEGAMIX (2)Fabulous dance music , Amazing quality +
PM107/8 PIC MEGA MUSIC VOL1 A large selection of popular tunes, good!(2) +
PM109/10 PIC MEGA MUSIC VOL2 A huge selection of good tunes!(2) +
PM110/11 PIC MEGA MUSIC VOL3 And yet another great selection!(2) +

SLIDESHOWS

PS001 ADDAMS FAMILY The Addams family started when Uncle Fester .... +
PS002 ADVANCE HAM A collection of brilliant digitised pictures with music +
PS003 AGATRON 5 Some superb HAM pictures, created by Tobias Richter. +
PS004 AGATRON 6 Incredible 4096 color ray traced S/S. Get this one! +
PS005 AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
PS006 AGATRON 9 More of Richters superb works, again based on Star trek. +
PS007 AGATRON 12 Some more great pictures on this new disk. +
PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft. +
PS009 ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc! +
PS011/12 BORIS VAJELIO (2) Pictures digitised from works by the Artist. +
PS013 BORN TO BE FREE Picture of wild animals this time. Very good quality+
PS014/15 BUTTERFLIES (2) High quality slidshow of butterflies, by WS +
PS016 C64 ART Lots of picture screens from the good old Commodore 64.
PS017 CHAINSAW SLIPPERS This one is Great, the pictures are naff but Mad! +
PS019 COLOURCYCLES A slide of colour cycled pictures. Very impressive. +
PS020 CREEP SHOW Iron maiden type pics, Eddie and more. Not music too. +
PS021 DARKLORD S/S Lots of pictures in the Darklords style
PS023 DEMONS III A quality S/S from C-Dryk of Demons, with music
PS024 DESERT ISLAND S/S Lots of nice pictures on this disk. +
PS025/26 DIVINE VISIONS (2) A S/S of Mythylogical gods with music +
PS027 DR WHO S/S Piccies of Dr Who and the infamous Daleks! +
PS028 FENN TASTIC VOL 1 Picture show of Twin peaks star Sheryln Fenn. +
PS029 FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi (2) +
PS030 FRAXION FUTURE VISION Great fantasy S/S, fab for lo res. +
PS031 GARFIELD Digitised S/S of the cartoon hero by Jim davis. +
PS032 GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
PS033 GERMAN RAY TRACE High quality ray traced pics by a german artist. +
PS034 GRUSEL SLIDE Eerie fantasy slide from Germany, unusual. +
PS035 HARRY ENFIELD S/S A S/S of Harry Enfield & Smith & Jones.
PS036 HEROIC DREAMS S/S 1 Great fantasy art pics from PENDLE.+
PS037 HEROIC DREAMS S/S 2 More great fantasy art pictures +
PS038 HEROIC DREAMS S/S 3 And yet more great fantasy pictures. +
PS039 INVISIBLE WORLD Not one for people scared of creepy crawlies! +
PS040 IRON MAIDEN S/S Digitised pics of Iron maiden & more! +
PS041/42 JIMI HENDRIX S/S Great picshow of the 60s rock legend! (2) +
PS043 JOE S/S 1 Very good quality S/Ss drawn in Dpaint, Joe/scx
PS044 JOE S/S 2 More supah pics by Joe. Check them out for yourself.
PS045 KELLY S/S Some excellent quality HAM pictures. +
PS046 KIM WILDE S/S Lots of pics but mainly in black & white. +
PS047/48 MADONNA S/S Lots of pictures but needs 1 mg & 2 drives (2)
PS049/50 MADONNA DICK TRACY SLIDE Quite nice S/S, (2)
PS052 NAGEL PICTURES Great hi res pictures from a famous artist. +
PS053 NAPALM DEATH SLIDE This one is for over the top moshers only! +
PS054 NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
PS055 NASA SLIDES 2 More pictures, this time viewed from space. good ! +
PS056 NEWTEK DYNAMIC HAM A S/S of Newteks new 640x512 4096 colors +
PS057 NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
PS058 NIGHTBREED Yukky S/S from the film. Music suits the pictures !+
PS059/60 NIGHTMARE ON ELM STREET S/S great for all freddy fans (2) +
PS061 NIK WILLIAMS Some very well digitised pictures from the pictureware.+
PS062 NW DYNAMIC HAM More from the Nik Williams series.Superb quality. +
PS063 PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PS064 PHOTMONTAGE I S/S on various subjects very nicely done. +
PS065 PHOTOMONTAGE II Another great slide of various subjects. +
PS066 POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & PSB +
PS067 RICK PARK'S ART Dpaint style pictures all done in Hi Resolution. +
PS068 ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.+
PS069/70 SILENTS/CH 42 (2) This is superb, slides plus a great music track.
PS071 SPACE BUBBLES Great fantasy art pictures in interlaced ham. +
PS072 SUPER HAM CARS Superbly digitised S/S in Interlaced HAM. Mega!+
PS073 SUN CONNECTION SLIDE Great ray traced pictures on this disk. +
PS075 TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great!+
PS076/77 TERMINATOR II SLIDE Great slide of a great film ! +
PS081 WATERSHIP DOWN Cute side of those rabbits, great for the kids. +
PS082/83 WRESTLE MANIA (2) Collection of picture and animations. Good !
PS084 WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Great !+
PS085 YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred ....+
PS086 SONIC DYNAMIC HIRES 5 Superb 4096 colour pics on this disk! +
PS087 ALTERED DECEPTIONS Superb disk of pictures from Chris Hill! +
PS088 EVOLUTION SLIDE Pics from one celled life to humanity?? +
PS089 RAINBOW SLIDES Zippy & Bungle & the theme music!
PS090 FRACTALGEN Great fractal landscapes & star studded skies+ music! +

MUSIC UTILITIES & MIDI

PT001 ALGORYTHMS Midi program for synthetic music creation.
PT002 ART OF MED Disk full of Med music scores. +
PT003 ASI AUDIO MAGIC Collection of soundtrackers and ripping progs!
PT004 ASI AUDIO MAGIC 2 Latest collection of soundtracker programs!
PT005 CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series. +
PT006 DELUXE MUSIC DATA Some scores need midi synths (Deluxe music)
PT007 FUTURE COMPOSER A chip music sequencer. Complex to use, but good
PT008 GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
PT009 IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
PT010 JAMCRACKER Four channel chip music sequencer. Handles samples
PT011 KAWAI K1 Editor for changing your patches on your keyboard
PT012 KAWAI K4 This is similar to above, a patch editor for K4 synths.
PT013 MED 3.2 Very latest version of this superb sequencer. Great ! +
PT014 MED MUSIC DISK Some nice med music on this disk +
PT015 MIDI DISK Contains lots of useful midi programs for synth owners +
PT016 NOISETRACKER Music sequencer used by the pros. Stacks of functions
PT017 NOISETRACKER-EXECUTEABLE Convert modules to executeables
PT018 PERFECTSOUND SAMPLER Nice sample edit program with samples!
PT019 ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
PT020 SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details+
PT021 SOUNDTRACKER 2.6 New release of this popular program, new editor
PT022 SOUNDTRACKER A superb four channel sequencer. Easy to use
PT023 SOUNDTRACKER COMPILATION Compilation of tracker type progrmas
PT024 ST-80 BEAST SAMPLES Lovely panflute sounds from Beast, Beast II
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality samples. Excellent !!! +
PT029 YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
PT030 YAMAHA DX7 VOICE SORTER For the above program.
PT031/2/3 ST-87 - 89 3 disk full of great samples! +
PT034/5 ST-97 & 98 2 more great disks full of samples! +
STOP PRESS >>> FISH 579 CONTAINS OCTAMED 8 CHANNEL SEQUENCING PROGRAM !!!

AMOS PUBLIC DOMAIN

APD062 + ARCADIA A nice version of the popular breakout game
APD076 + RAINBOW WARRIOR Paint with coppers and save them out!

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APD083 + AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD085 + REVERSI + SNAKES & LADDERS 2 well known games
APD096 + PAIR IT Match the cards to make a pair,easy to play 1mb
APD103/4 + PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD110 + CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 + BALLOONACY Good version of the classic 'Bomber' game.
APD130 + THE WOODEN BALL A shareware game 1mb
APD132 + FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD137 + TILE TRIAL Sliding tile puzzle to solve within a time limit
APD148 + DEMOLITION MISSION Another version of popular bomber game.1mb
APD166 + PICK UP A PUZZLE Datadisk 3
APD167 + JIGMANIA Datadisk 1 (needs LPD13)
APD176 + DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180/1 + DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD182/3 + PIXIE KINGDOM Another good exploration game on 2 disks
APD190 + BLACKBELT Chop the blocks in this martial arts game
APD229 + AMOS MULTIPAINT Another Amos paint program!
APD230 + AMOS ASTEROIDS Four versions of the asteroids game.
APD231 + AMOK Your robot is trapped in a strange world 1mg
APD237 + SHAPES Very nice little puzzle game.
APD257 + CASSETTE LABELLER + MIXED SOURCE Make your own cassette s
APD271 + WIZARDS DOMAIN Nicely done graphical adventure game
APD284 + AMOSAGRAM Nice anagram program.
APD292 + WAR OF THE FOUR A shareware graphic adventure game
APD293 + GRAND PRIX SIMULATOR Not a race game,more of a simulation.
APD314 + BLACKJACK TRAINER A nice new blackjack game!
APD318 + BOING Get Herbert back home to his village!
APD325 + HANGMAN V2 Hangman game with editor!
APD326 + HYPERBALL Latest version of woodenball, an exellent game!
APD329 + FRUIT MACHINE Quite a nice little fruit machine program!
APD333 + AMERICAN FOOTBALL RADIO VERSION You are a football coach!
APD334 + SNAKE IN THE GRASS Collect white mushrooms, avoid toadstools!
APD340 + KARATE WORM Very nice platform game, jumping over worms etc!
APD343 + SAVE THE TREES Stop the baddies destroying the trees!
APD347 + NOTEBOOK Easy to use notebook & shopping list program!
APD351 + ARCHIVIST 2.0 Demo version of a useful database program!
APD356 + POWERBASE V2.0 Demo version of a very powerful database!
APD362 + SQUAT'S REVENGE Operation wolf type game!

De Ja Vu Licenseware £3.50 Each

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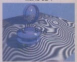
LPD05 + JUNGLE BUNGLE Icon driven adventure game for the kids
LPD06 + PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD07 - FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD08 + WORK & PLAY 3 really good educational games on this disk.
LPD10 + THE WORD FACTORY Great program helps the kids to spell
LPD11 + GO-GETTER A card game where you have to pass go.
LPD12 + HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 + JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 + PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 + ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 + REVERSI II New improved version of Reversi
LPD17 + DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 + TOUCHSTONES An Ishido type game played with tiles
LPD19 + X-IT-50 Shoot objects across the screen
LPD20 - WORDY A basic Amosware wordprocessor program, quite good
LPD21 - QUINGO Great quiz game in which you play Bingo
LPD22 + LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 + ESP Collect the letters ESP
LPD25 - THE MISSION A great text adventure written in Hisoft basic
LPD26 + CYAD Collect the diamonds in this puzzle game
LPD27 + FLOWER POWER grow flowers before bugs munch them away.
LPD28 - BUDDBASE Simple to use database with tutorial
LPD29 + BIG TOP FUN 4 great educational games for younger children
LPD30 + SHYMER Nursery rhyme adventure game for young or old.
LPD31 + CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 - HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 + CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 + INVOICE PRINTER Quick production of invoices on paper
LPD35 + T-TECDRAW Technical drawing program with print facilities
LPD36 + FRACGEN II Great fractal program generator
LPD37 + ROCKET MATHS Help children in maths with this game
LPD38 + AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 + MAGIC FOREST II Great sideways scrolling platform game
LPD40 + SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 + RESCUE A 3D adventure game done with 3D construction set
LPD42 + X-STITCH Print out pics for embroidering, with documents
LPD43 + LAZERZONE Shoot the aliens in this addictive shootemup
LPD44 + FORMULA ONE CHALLENGE Strategy road racing game. V.Good
LPD45 + MUSIC BOX A music program for children of 7 upwards.
LPD47 + DIRTY CASH Our most popular game ! Fruit machine simulator
LPD49 + MARVIN THE MARTIAN Find your girlfriend in this maze game
LPD51 + MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 + LC24/200 FONTS Installs fonts for Star series printers !
LPD55 + SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 + CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!
LPD57 + KIDDIES CLIPART Another nice clipart disk!
LPD58 + LOCKS KEYS & ENEMIES Hunchback game ! Brilliant, just get it !
LPD59 + THE PREHISTORIC FUN PACK Four dinasour games for kids
LPD60 + TECHNO SNAIL Fire slime at the enemies - Great plaform fun !
LPD61 + THE FINAL CHAPTER 3D graphics adventure. Very good !
LPD62 + REVOLUTION Four player game get to the top of the Screen 1st !
LPD63 + WILBERTS WINTER WONDERLAND Excellent platform game - Get it !
LPD64 + RESCUE II Totally wicked 3D vector game - GET IT !!!!!
LPD65 + POWER PLANNER Personal organiser - Keep trackof your life !
LPD66 + HOTEL MANAGER Similar to monopoly - Brilliant !!!!
LPD67 + CYADONIA (CYAD II) Boulderdash clone - collect the diamonds
LPD68 + VIRUS BUSTER Very good new virus killer disk, needs 2 drives!
LPD69 + MAGICAL MIX UP Puzzle game, sort out the mixed up pictures!

TRAD
JOIN IN ANY-TIME!
00044
00013

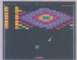
ANYONE FOR A GAME OF TWINTRIS ?

TEXTPLUS 3.0

CHEESE HAM ? NO, ITS REAL 3D !



GERMAN RAY-TRACE SLIDESHOW

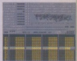


MEGABALL

SEE BART ON MANIC RAVES II

MED VERSION 3.2

DO THE BARTMAN !



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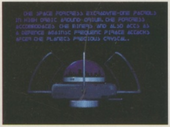
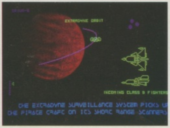
DEMOS

PIXEL PERFECTION

Veteran programmer, Steve Packer, is known throughout PD Land as a formidable force. The presentation on his disks is second to none. Whilst most PD serves to promote programmer's skills as games developers, most come over as self-indulgent twaddle and serve little purpose at all. Steve's space demo, Extrodyne One, is exactly what you'd look for if you were a programming head hunter. Great attention to detail and superb complimentary music. It's just a pity you can't play the thing. If you want to know what the big knobs are looking for, this is it.

MBS, Disk H683 ★★★★★


THE SPACE FORTRESS EXTRADYNE-ONE PATROLS IN HIGH ORBIT AROUND ORIUM. THE FORTRESS ACCOMMODATES THE MINERS AND ALSO ACTS AS A DEFENCE AGAINST FREQUENT PIRATE ATTACKS AFTER THE PLANETS PRECIOUS CRYSTAL.

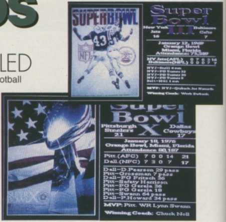


THE EXTRADYNE SURVEILLANCE SYSTEM PICKS UP THE PIRATE CRAFT ON ITS SHORT RANGE SCANNERS

SUPER BOWLED

Definitely one for American Football fans, it's unfortunate that this demo is presented in hi-res and subsequently suffers from terrible flickering. The disks chronicle every gathering of the gigantic event until present day. The teams, the venues, the scores, coaches, players, and the disks even include pictures of the tickets for the games. Special interest only? We think so.

17 Bit, Disks 1611 A+B ★★



Super Bowl III

New York Jets 16 — Baltimore Colts 7

January 12, 1969
Orange Bowl
Miami, Florida
Attendance: 75,389

NY Jets(AFL) 0 7 6 3 16
Baltimore(NFL) 0 0 0 7 7

NYJ–Snell 4 run
NYJ–FG Turner 32
NYJ–FG Turner 30
NYJ–FG Turner 9
Balt–Hill 1 run

MVP: NYJ–Qtrback Joe Namath
Winning Coach: Weeb Ewbank

Super Bowl X

Pittsburgh Steelers 21 — Dallas Cowboys 17

January 18, 1976
Orange Bowl, Miami, Florida
Attendance 80,187

Pitt.(AFC)	7	0	0	14	21
Dall.(NFC)	7	3	0	7	17

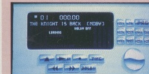
Dall–D.Pearson 29 pass
Pitt–Grossman 7 pass
Dall–FG Fritsch 36
Pitt–Safety Harrison
Pitt–FG Gerela 36
Pitt–FG Gerela 18
Pitt–Swann 64 pass
Dall–P.Howard 34 pass

MVP: Pitt. WR Lynn Swann
Winning Coach: Chuck Noll

MUSIC MASTER

From the same people who bought you last months fabulous five-disk space demo, Odyssey, comes Alcatraz's Music Disk 1. Ten tracks, none named, are delivered from a comprehensive hi-tech CD player. The songs can be played in any order by using the programming feature and they're pleasant enough tunes.

17 Bit, Disk 1610 ★★

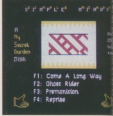


01 000:00
THE KNIGHT IS BACK (MOBY)
DOLBY OFF
LOADING

SIMPLE SOUNDS

My Secret Garden are the only half-decent sampling team to put forward a disk this month. There's nothing special about the presentation, but the subject matter stirs some memories. The four samples are segments from Simple Minds tracks: Come A Long Way, Ghost Rider, Premonition and Reprise. I used to really like the band so that's why it's in! Short and sweet.

MBS, Disk M387 ★★



A My Secret Garden Disk

F1: Come A Long Way
F2: Ghost Rider
F3: Premonition
F4: Reprise

ANIMATION CREATION

Rebel Soft, not to be out done by Mr Schwartz, are on the *Lemmings* bandwagon, with a lengthy animation concerning our green-haired chums. This one even has a moral to it. The 'movie' has been created by Jon Patton and is split into several sections compressed onto one disk. The material is simple, telling the tale of a rather cruel big Lemming who likes to squash his little brothers. There's a nice still of Arnie thrown in at the end for good measure.

Ground Zero, Disk A108 ★★★★★

PDTOP TEN

A-Animation S-Sound U-Utility
G-Game M-Miscellaneous

1 Amy at the Movies II A
2 Hardwired M
3 Odyssey A
4 Robin Reliant Turbo Challenge A
5 Cult TV M
6 Thunderbirds SL
7 Vietnam Conflict A
8 Hypnotic Hammer II S
9 Freddy's Dead SL
10 T-23 M

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VARIOUS UTILITIES

V016 FISH TANK SIMULATOR A program that ulates an aquarium. Visually pleasing.
V013 PLAY & READ (2) A collection of education rams for the under 7 year old's.
V028 SPELLCHECKER Current glossary contains over words. You can add more words as you go alone.
V029 HOUSE HOLD INVENTORY Means of toring all your House hold possessions.
V041 DPAINT ART Conatins loads of pictures for to mess around with. Loads into your Dpaint.
V048 TV & VIDEO GRAPHICS (8) Packed with ground screens for your video productions, ferent types of graphic styles, Peel takes an IFF ure and peels it down the screen, & more.
V086 VIDEO PRODUCTION (2) Both disks are ed with video & genlock utilities.
V109 PRINT STUDIO Excellent for printing pictures xt. An excellent program for all printer owners.
V191 MASTER VIRUS KILLER Virus Checker & Killer. cellent options. Includes search disk.
V193 THE EMULATORS Covers Various (2) ators which includes CPM, IBM-PC & ST (IBM & rograms requires two disk drives.
V194 M.R.BACKUP HD An excellent Hard disk back ogram. Backs up all or any part of the drive.
V195 GRAPHIC CHANGE Exchange graphics ween Atari St/PC Graphics to the Amiga.
V215 DISKMASTER V3.2 Copies files from one k to another. DISKSALV Corrects & repairs.
V261 TEXTPLUS VERSION 3.0 This disk is not just update butcompletly New Word processor.
V262 DUPLICATION & BACKUP: Super per Turbo copy, Sanity copy & PCopy. Four new copiers backup your originals for save keeping.
V277 FORTRAN -77 V1.3c Compiler, linker & run e support library. F470
V279 CROSSWORD CREATOR A program that ates crosswords. UPDATED VERSION.
V284 MCAD PROGRAM The Object Drawing gram for the Amiga ie CAD
V285 EDUCATIONAL:TYPING TUTOR A Simple r which measures speed.
V291 POSTSCRIPT INTERPRESTER V1.5 An ellent Post script Interpreter for the Amiga
V298 NORTH C V1.3 (2) Unpacked Version of best c programming program.
V301 EYE OF THE BEHOLDER HINT BOOK Inc oduction, Background, Maps, Strategy & Solution.
V304 CHAOS STRIKES BACK HINT BOOK Inc oduction, Background, Maps, Strategy & Solution.
V306 A-GENE V3.125 Lastest version of the ily Tree program. reviewed in CU Amiga.
V311 JACK NICKIUS COURSE DISKS (5) ous New courses for the Golf Game.
V323 ANALTICALC SPREAD SHEET (2) At last a version that works. Excellent disk.
V327 SOUND TRACKER CONVERTER Converts ic modules into executable files.
V330 RED SECTOR EXTRAS DISK 1 On this disk are point Fonts, 16 Point fonts, vector stats, Star fields & Space Journey - Lorna. By f deadzone Troopers.
V331 RED SECTOR EXTRAS DISK 2 On this disk are logos, title Logos, Vector Stars, Starfields, Bob Anims, or Objects, Vector Ball Objects n & Point Fonts,
V332 AMIGA PUNT PROGRAM Horse racing diction program for the amiga.
V333 KING JAMES VERSION OF THE BIBLE ked on four amiga disks (4)
V338 TRANSFORMER V3.3 This is the Latest sion of the IBM Emulator disk.
V339 SPECTRUM EMULATOR DATA DISK 1: enture Classics needs v216 or V443
V340 TSB VECTOR DESIGNER The Special Bothers ents The TSB Vector designer V1.1, this program will e filled vector objects, line vectors & bob Coords tables.
V341 CLIP ART COLLECTION 2: Eight more disks packed with excellent clip art. (8)
V349 SID (V1.06) Replaces the CLI command line makes life every easy. Recommended for all
V350 BUSINESS CARD MAKER Design your n Business cards on the Amiga
V354 PDS UTILITIES No 13 Free Copy, Removes ected games copy protection so that the user n install them on his/her hard disk. DCat, Can ake your own disk catalogue. Scenery, Creates me excellent fractal based land scapes. Nuke
V358 GENESIS LANDSCAPE Sculpt or mould landscape fractal. various types. Preview
V361 PDS UTIL'S:14 Music based collection this e. The latest mod convert program, The New Noise ker program, The Latest Multi Player program, which l play various modules not just one type. Some dules for most music programs, & New instruments.
V365 RED SECTOR MODULES (MUSIC) : Various sic modules for use with the demo maker .
V366 600 BUSINESS LETTERS There are over 600 ndard business letters on this disk. Can be used as e are or insert some parts into your own letters/text.
V390 DESK TOP PUBLISHING PROGRAM The amiga PD Desk Top Publishing program. ludes various extra features over the old Word cessor, Test Editor, Graphics editor & loads more.
V392 AMICASH The best bankin program that i e ever used on the amiga. easy controls.
V393 PDS UTL No 15: Boot Games, The idea is to al one of two games onto your disks bootblocks, out and Breaker, very simple to use. BootGen, Another t back program. BootPic, This program will install any picture onto your disks bootblock, Trainer Maker.
V394 CHEMESTETIC is a program that draws ecules using the calotte model. Exelent effects
V395 UEDIT WORD PROCESSOR V2.6h This is a eware word processor editor with various learn modes, a mand language, menu customiza-tion, hypertext, on line a teach mode, split windows, copy & paste, undo, features.
V396 PDS UTL No 16: Dataeasy. Excellent abase program. Nice menu driven system. ndScape, based around a landscape drawing
V397 MANDELBROT ADVENTURE KIT a nicely e mandelbrot generator with full source code.
V399 PDS UTIL'S No 17 Stitchery is a patten ogram & sMovie a video production scroller.
V400 RAY TRACER CONSTRUCTION KIT A Ray cer for the amiga computer. Load Workbench first
V401 WINDOWBENCH V1.0 (2) This is an ellent Workbench replace and is styled in Amiga rkbench II form, Recomended.
V403 AMOS UPDATE V1.32 This is the latest date for the Amos Programmer.
V410 PDS UTL'S No 1: PRINTING UTILITIES Various es for any printer user, theres some excellent programs e like, PPType, PPShow, ABFD, View, Tiny Print, FastJet, ogram for Deskjet 500 users you want to use the olution enhanced graphic set. GWPrint II .
V411 NCOMM V1.921 The latest version of that ellent Modem program. Best Modem program.
V413 WORKBENCH 2 & WORK STATION This is t just another workbench clone. It's a collection of es with the Workbench theme. (2)

☐x **V415 VIDEO SCREENS:1** Another disk packed with excellent back ground pictures for video production work or load them into Dpaint.
☐x **V417 SUPERBENCH & EXTRAS** An excellent replacement disk with more utilities than the original WB (2)
☐ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
☐x **V423 C: COMMANDS** This disk is filled with utilities which can be used in any Startup-sequence
☐x **V424 PDS UTILITIES No 18** Another collection of utilties by us here, Utilities include, **Antiflicker** program, said to stop the flicker in High Res. **Atari Emulator**, Another program to turn your amiga into an ST. **Smart Icon**, This program will change your workbench & smart up the window system.
☐x **V431 IMPLODER V4.0** This is the latest version of the best cruncher. Reduces file size for sorage on hard drives our your own collection disks.
☐x **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
☐x **V438 OPTI UTILITIES V2.0** This disk is packed with some excellent hard disk utilities.
☐x **V439 AMIGA C: MANUAL II** This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. (4)
☐x **V443 SPECTRUM EMULATOR V1.2 By KGB** Various new features but the main updated feature is that it now has sound ability.
☐x **V444 PRINTER DRIVER UPDATE DISK III** Now contains instructionon how to install them. All previous drivers included on this disk. Over 90
☐x **V445 JRCOMM V1.02** This is the latest version of the excellent modem based computer program.
☐x **V455 LAND BUILDER** A fractal generating program to generate landscapes.
☐x **V456 PRINTING UTILITIES No 2: LABELBASE V3.0** An Excellent data base program this is very easy to use. Recomended. Varuious other good utilities.
☐x **V457 PDS UTILITIES19: Flashcopy**, New copier for the amiga. **SYSInfo**, deplays your machines details. **BootX v4.02**, One of the best virus killers.
☐ **V458 NIB COPIER** Another coping program. Please check the copyright of the program that you intend to copy. Very good new version.
☐ **V463 SUPER C COMMANDS** The disk is not as full as some others but comes with full instrustion.
☐x **V468 DIGITAL ADRESS BOOK** Collect & save your address lists on computer, Shareware.
☐x **V475 P.SUITE V1.4** A collection of programs called **P.Write**, a simple word processor, **P-Draw, P-Render** and much much more. Excellent disk
☐x **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles, Programs & Utilities.
☐x **V480 WHOM II THE NEXT GENERATION** Dr Who fans will love this complete database of information.
☐ **V483 THE RIPPER GUIDE** A collection of help-full utilities for people you rip pictures & sounds.
☐ **V484 ADVETURE SOLUTION (2)** Another good collection of adveture solutions for various games.
☐x **V486 DWB RENDER** Another ray tracing prog
☐ **V488 A-RENDER v3.0** Another Ray tracing prog
☐x **V489 AMIBASE II** This is the latest updated version of the excellent database progam. now includes various excellent new features.
☐x **V490 MESSY SID II** This is the latest version. It will read MS-Dos disks and tranfer any text files to & from the PC disk / Your Amiga. So you can do work on an IBM or an Amiga and swop text between them.
☐x **V491 TEXT ENGINE V2.1** Another excellent word processor program Simple but will do the job
☐x **V492 JAM RIPPER V1.7 & JAM CRACKER V1.0** A music editor & monitor which also contains an excellent music ripper program.
☐x **V493 DESKBENCH V (3)** This is an excellent Workbench replacment with special utilities. (3)
☐x **V497 BEATRIX POTTER CLIP ART** An excellent collection of clip art for any DTP program or Dpaint.
☐ **V498 THIEF SOUND RIPPER V3.0** Finds Sidmon 1, 2 (Midi), JHam cracker, future Composer, Sound monitor, Noise/Protracker, Startrekker, Delta, soundsystem, david Whiaker & Noisepacker.
☐x **V499 STAR CHART V1.2** This is an excellent star plotting program with some intresting features.
☐x **V501 NEWSFLASH 21** System Info update, mega mon V3.0, IFF Con, Moni, No Directory, Last hope, Imploder V4.0, Deplode. (2)
☐ **V503 SOUND & MUSIC BAGS 1/2** These disks are packed with samples, modules & Utilities (2)
☐x **V508 SWAG No4: FRACTALS** Mandal blitz, Mand Anim, 2Plot & more. Reviewed in CU Amiga.
☐x **V509 MED V3.2** This is another update to the Ultimate sound music program.
☐x **V510 LITTLEBENCH** This workbench replacement is the first one for the new Amiga 500p computer.
☐x **V515 THE A64 PACKAGE V2.0** A very complete C 64 Emulator Actually runs faster that 64. Runs 64 basic. Transfers disks from your original 64 disk drive with a shareware lead (2)
☐x **V517 VIDEO & IMAGES PACK 1: ToolsOnTap,** Does fades, colourbars & gray bar generation. **TitleGen** Will do crawing credits. **Stilstore,** Creates over the shoulder graphics inserts like the 9 o'colck news. (3)
☐x **V520 GRAPHICS AGraph** Creates colourfull pie, bar and line graphs. **Picbase**, shows reduced versions of all your IFF pictures on disk / hard drive.
☐x **V521 PLOTTING & GRAPHICS: PlotXY** a powerful full featured plotting package. **Plans** a well done computer aided drafting program.
☐x **V522 ARP V1.3 : Conman v1.4** Makes many im-provements to AmigaDos and makes your system easier to use. Includes full users developers guide.
☐x **V523 DICE C Compiler** Matthew Dillons full featured powerfull C compiler and enviroment system. (2)
☐x **V525 LABEL MAKER V1.3** An excellent disk printing program with various new features.
☐ **V526 DRAW MAP v3.1** Will now generate any 16 colour palette with user control, New features include larger maps with national boundaries, improved help and printing (2) Requires 1.2Mb.
☐x **V528 PDS UTLS:20 Superduper,** Another excellent disk copy program. Latest update with new feature. **Diskspeed & FullView.**
☐x **V529 FRACTAL & SCULPT 4d: Tree 4d,** Creates sculpt 4d trees with leaves. Contour 4d, IFSGen & Plasma.
☐x **V530 BUDGET** A program to help managing personal finances. This is a update to disk V280.
☐x **V532 HORROR SAMPLES** Another selection of samples to be used with any music program (2)
☐x **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalogue disk/ Video/ Tape collections (2)
☐x **V543 DISK STATION (2)** An excellent workbench replacement with built in utilities like Sid and others
☐x **V546 KIDS PAINT** A painting program designed for children. Includes various colours and speech.
☐ **V547 RADBENCH v1.4** Another workbench replacment /Enhancement disk.
☐x **V549 ELECTROCAD V1.4** Another Updated on the cad drawning preview written in Amos.
☐**V550 KEFRENS POWER UTILITIES:NewTopaz, Power Fonts,** Create, Edit or change any 8x8 or 16x16 fonts. **Window,** Change size of dos windows.
☐x **V551 THE SUPER KILLERS V2.3: BOOT X v4.40,** This is the best virus killer disk to date kills over 232 virus & may be more, Includes Various excellent killers. Including **VC v6.0, Zero virus III v1.20 & VT v2.37.**
☐x **V552 PRINT UTILITIES** Disktik, HyperCat, Label print, Super retlab, LabelBase III.
☐ **V553 SHADOW UTILITIES** Raster Blaster II, Simplesinal & Text Writter v1.0.
☐ **V554 R.S.I. MUSIC MODULES 2/3** Another selection of music from Red Section. (2)
☐ **V556 RED SECTOR HELP DISK** Another disk to help you use the Red Sector Demo creator.
☐x **V557 TOO SEXY UTILITIES** A very large selection of utilities Including, V-Checker, Print Studio, Super Dupper & Nuke. Far to many utilities to list.
☐ **V559 PUMA TRACKER V.99** Another good sound tracker close. Used to create the music from Toki.
☐ **V560 10 AMIGA PD COPIERS** A collection of copiers like amigaCopy, Coder copy, Pcopy, Rattlecopy & more.
☐x **V561 CHRIS HAMES UTILITIES : DirWork v1.12,** Excellent file copier simulal to diskmaster & Sid but contains more commands at hand. Recommend.
☐x **V562 MORE UTILITIES PopDir, Exchange, QCal,** Excellent little calendar program. **PhoneDir.**
☐x **V563 (ST-82) SAMPLES Vol 1-3** Another collection of sampled sounds for use with sound tracker. (3)

C: COMMANDS

☐ **A2 C: PROGRAMS,** Alib, Ar, Fixobj, Shell, Yacthc, Make, Emacs. **TUTORIALS,** Animate & Gadgets.
☐ **A3 C: COMMANDS,** Xref, 6bitcolour, Chop, Cleanup, Cr2lf, Error, Hello, Kermit, Scales, Skewb. **BASIC,** Automata, Crazy Eights. **PROGRAMS,** Disassem.
☐ **A8 C: COMMANDS,** Browse, Crunch, Icon, Exec, PDscreen, Dump, Smallclock. **BASIC,** Addressbook, Ball, Cload, Clue, Colour Art, DDraw, Many others.
☐ **A11 C: COMMANDS (6),** Two many to list. BASIC PROGRAMS, Loads of intresting programs. ASSEMBLER PROGRAMS. (6 Disks).
☐ **A19 C: COMMANDS,** Solve, Gadgets, Household, Waveform, DiskLib, Subscripts, String & Boolean.
☐ **A20 C: COMMANDS,** Compactor, Decoder, BobEd, SpriteMasterII, Bankn, Speechtoy, Keyboard & Joystick.
☐ **A21 C: COMMANDS,** Target, SnapShot, Sand, Prop Gadget, ExtraHalfBright & Aniscript, Ect.
☐ **A22 C: COMMANDS,** Cycles, ShowPrintII, Animations, Garden & basicsorts, Ect.
☐ **A24 C: COMMANDS,** Moose, BMon, QuickFlix, Daisy, BoingMachine, Monolace, BNTools & Code.

STAR TREK SECTION

☐x **AT05 Klingon D7 Cruiser** fires torpedoeswhile passing. **NCC-1864 reliant** Very good.
☐x **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A.** The classic animation.
☐x**AT17 THE TWOK NCC-1860** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**
☐x **AT18 TWOK-0** Anim NCC 1860 Avenger & NCC 1701-A-Enterprise. NCC 1089 Grissom.
☐x **AT22 APPROACHING VESSELS** Animation, Binary Flight Wireframe landscape by T.Richter
☐x **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over & by animation. excellent classic
☐x **AT33 THE PROBE II** Animation & **BRID OF PREY** Animation from Star Trek. **KLINGONHIT**
☐x **AT34 LEAVING SPACE OFFICE** Animation , **DOCKING** Animation from star trek. **ATTACK MODE** Bird of Prey Scout hip in attack mode
☐x **1060 STAR TREK THE NEXT GENERATION** This game is by Terry A. Mc Intosh. v1.47 *
☐x **1081 THE UTLTIMATE STAR TREK** Game by Tobias Richter. v1.0, (2 Disks)
☐x **2222 STAR TREK THE NEXT GENERATION** This the latest quiz game based on the Next generation (2)
☐x **SMAUG120** The Star Trek the game by Eric Gustafson US inport reqires 1Mb and (3) disks
☐ **SMAUG156** The Star Trek the game by Jimbo Barbers American version 1Mb and (2) disks
☐x **AMUSE19 TREK73** A strek trek Battle Simul-ator where you can attack klingons & Romulans
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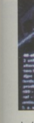

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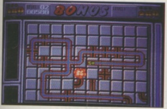
DEMOS

PIPE DREAMS

Anyone who's played *PipeMania* will know how addictive it is. Now from NBS comes a PD version that's so close to the bone they could've called it MarrowMania! All the features that made the original such a hit are here and the objective to keep the water flowing through the sections of pipes is as compelling as ever. Programmed in *AMOS*, the game also incorporates sampled speech and clever sound effects. If you're starved of puzzle games, this is a worthwhile investment.

NBS, Disk L511 ★★★★★



MEG MUSIC

Hit The Deck 1 + 2 is a boppy dance disk containing loads of samples by Arty Vark And The Storm Grenades. Ravers and groovers will be swinging their pants after hearing this one. There are two tracks on the disk, a 1Mb song and a 1Mb Chip RAM track.

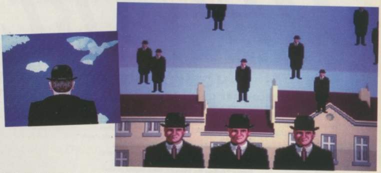
Shieldsoft PD, ★★★

hit the decks

MUSICAL MADNESS

For sheer weirdness Vark's demo 'I Am The Walrus' deserves a mention. The programmer constructed his own 'video' using digitised pictures and basic animation for the Lennon and McCartney song. The sound is terrible, but the demo is fascinating. If there were such things as B-rated demos, this would be the Plan 9 to top them all.

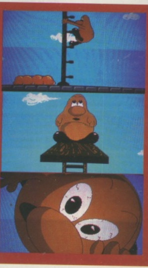
Polly Soft, Disk C23 ★★★★



SURREAL FEEL

Fans of Magritte or Monty Python will love the crazy humour and artistic 'skills' displayed in this demo. This time, Vark has taken popular icons from the French artist's collection and turned them into contemporary computer animation pieces. It sounds strange, but it all comes together very well. Five out of five for originality and improvisation.

Polly Soft, Disk C24 ★★★★★



STAPLE DIET

Mr Potato Head has been trying to smash his way onto the PD scene for a while, and although he's unknown to many of you, his creator, Chris Hill, has been planning to put the character into animations for ages. He now hits our screens in two demos: Mr Potato Head and The Chips Are Up. If you're fed up of Lemmings, squirrels, and fighter planes, give our British hero a chance.

Chris Hill, (Most Libraries) ★★★

THE DELINQUENTS

If you want to see the kind of animations that the *Take 2 Studio* has to offer, this disk will give you an idea. Featuring a group of Scottish Amiga club delinquents, who go by the name of Storms, the digitised pictures form an amusing animation showing the package's potential. Hardly a ground-breaking demo, but a laugh anyway. 17 Bit, Disk ★★★★

FISHY BUSINESS

If you've seen a Macintosh in action, you'll know there are several programs that kick into action when the machine lays idle. Window cleaners wash the monitor screen, and fireworks scour the skies until you return to work. The slightest jostle of the mouse will snap the machine back to work, displaying the screen you last made amendments to. This demo does the same, but has to be loaded first. A big headphone-wearing fish swims onto the screen and off again. Novel stuff indeed and better than it sounds.

17 Bit, Disk 1676 ★★★

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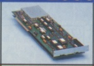

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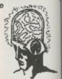

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TG15	Holy Grail
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TG21	Drip
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TG25	Hack
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TM04	Pet Shop Boys - Always On My Mind
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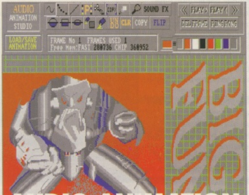
PD UTILITIES

THE BEST NEW RELEASES • THE BEST NEW RELEASES •

PD fan, Mat Broomfield, casts a critical eye over this month's best new utilities...



AUDIO ANIMATION STUDIO

As its name indicates, this program allows you to create animations which incorporate sound effects.

There's a sixteen-colour palette on offer together with a basic selection of drawing tools, including freehand, magnify, cut, paste and circle. There's also a video-style control panel which lets you play and select various frames for editing.

Once you've completed your first frame, you'll be able to take advantage of the onion skin feature which lets you see the previous frame whilst you work on a new one. This is particularly useful as it allows you to quickly calculate the changes needed to create a smooth animation.

Having defined an animation, you can then load a sound effect and assign it to be played when a specific frame is displayed. The end results can then be saved as a stand-alone program.
17 Bit Software, Disk #1597, ★★★

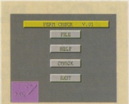
• •

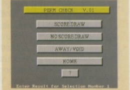
WORKBENCH HACKS

Workbench hacks alter the way your Workbench functions. For instance, one of these short little programs will make the Workbench screen melt away pixel by pixel, can turn the pointer into a vacuum that sucks up any icons it comes near, or fill the screen with bubbles. Most are completely useless, although there are some that perform semi-useful functions. Pegasus have bundled many of the best Workbench hacks, with 58 of the blighters on one disk!

Stars, one of the more useful effects, places a scrolling star field at the back of the current Workbench or CLI window. Apart from being attractive, it also stops your TV or monitor from suffering phosphor burn, which is caused when stationary images which have been left onscreen for a while leave an impression on the front of the tube.

Another interesting hack is *Target*, which turns your pointer into a telescopic sight. Each time you click the mouse, a gunshot is heard – silly, but amusing. *Drunken Mouse* is one of the funnier hacks, and causes your pointer to meander around the screen as if it's had one too many and *Rocket* creates a missile that homes in on your cursor.
17 Bit Software, Disk #1570, ★★★★





Enter Result for Selection Number 1

PERM CHECK

It's Saturday night, the telly's on and Elton Welsby is droning on announcing the afternoon footy results. Up and down the country, little old grannies are checking their pool coupons hoping they'll be able to enjoy their twilight years raving it up on the QE2 as they sail around the world in the arms of some handsome male adonis forty years their junior. At the same time, in their squalid London bedsits, CU's bunch of talented hacks are hanging on to Elton's every word as they mark their coupons on their way to a large cheque and a snog from Catherine Zeta-Jones at the presentation ceremony.

If, like us, the footy pools play an important part in your dreams of becoming a millionaire, this useful utility is a must. Using match data that you specify, it automatically calculates all winning lines. It's ideally suited for people who do the pools as members of a syndicate because it checks a lot of permutations very quickly.

Before using the program, a text file has to be created containing your plans. This will then be used for assessing the points gained by score draws, etc.

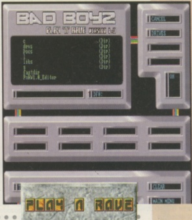
The program's been written using *AMOS*, but is very slickly presented. It's inevitably going to take a long time to enter the initial match data, but once that's done, this program should save you quite a lot of time.
Strictly PD, Disk #U316, ★★★

PD UTILITIES

PLAY'N'RAVE

If you write music using *Noisetracker*, *Soundtracker* or *Protracker*, this program allows the user to produce your first digital album!

Play'N'Rave enables you to link up to ninety modules together to create a single, continuous tune lasting more than two hours. The modules can be spread across any number of disks, or can be stored on hard disk.



```
c                 (Dir)
devs              (Dir)
Docs              (Dir)
l                 (Dir)
libs              (Dir)
s                 (Dir)
fastdir
PnRV1.0_Editor
```

Whilst one module is playing, the next one will load, so to ensure that each tune flows smoothly into the next, each module needs to play for at least as long as it takes to load the next. You'll also need enough memory to store two modules in RAM simultaneously.

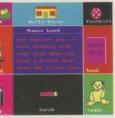
There's very little else to say about this program: it's professionally written and presented, and it works well.

Virus Free, Play'N'Rave Prog, ★★★

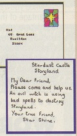
• • • • • • • • • • • • • • • • • • • •

STORY LAND 2

Aimed at children aged between four and eight, *Story Land 2* offers an interactive fairy story. At the beginning of the program, the child is asked to enter their name and address and, throughout the game, these details are used to personalise the story.



One day you are at home playing with your toys when you hear a letter drop from the letter box.



Mat
65 Good Lane
Basildon
Essex

Stardust Castle
Storyland

My Dear Friend,
Please come and help us.
An evil witch is using
bad spells to destroy
Storyland.
Your true Friend,
Star Shine.

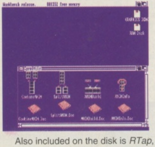
The fairytale is told by means of colourful pictures and short sentences describing each one. Much of the child's response is restricted to clicking the mouse on certain objects, although the occasional 'magic word' has to be typed in.

The story is engaging, although there's a definite animal rights undertone to the proceedings. This is hardly surprising as the author declares that all profits from the game will be sent to the Anti-Vivisection League.

Story Land 2 is a really excellent program of commercial quality. It gently develops logical thinking by prompting the child to relate actions with effects. It also helps with basic keyboard and reading skills, although I wonder if some of the words are too complicated for the age group that the disk is aimed at. Strictly PD, Disk #G356, ★★★★★

• •

VIDEO AND ANIMATION UTILITIES



This disk forms the ideal accompaniment to the *Audio Animation Studio* (also reviewed this issue), as it contains a selection of invaluable animation utilities.

The most useful of these are grouped under the heading 'Cyro Utils', and are connected with the creation of animations. *Combine Anim* joins two separate anim. files together to make a single larger animation which can be edited in *D-Paint III* or *IV*. *Split Anim* performs the opposite function, breaking large animations into smaller parts. *Anim Build* lets you take ordinary IFF screens and chain them together to create an animation. *Anim Info* can be used to find out the size, name, number of frames and resolution of any animation.

Also included on the disk is *RTap*, an animation replay utility, *Quick Flix*, an IFF screen viewer and cel animator, and *Video Librarian*, a handy video cataloguing utility.

PD-Soft, Disk V517

IMAGE UTILITIES

Anyone who's serious about graphics and video will want this great utility disk.

Showfont40 **is a neat little program to display all the characters of any selected font. It's a far quicker and easier way of viewing a typeface than loading it into *D-Paint* or *Notepad*, and it occupies much less memory.**

Next up, *Image Lab* is an excellent image-processing program which can perform a number of useful transformations to your graphics, and gives the user a number of professional options previously found in commercial products, such as *Pixmate*, only.

Also included on the disk is one of the first PD implementations of *JPEG*, the screen compression system that's taking the graphics world by storm. It's best suited to 'real-world' pictures as opposed to cartoons, and can achieve compression rates of over 30 to one. A must-have for the graphics enthusiast.

PD Soft, Disk #V518, ★★★★

ADDRESS BOOK

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Essex, SS1 2YD.
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Strictly PD, 11 York Place, Nr
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Bristol, BS1 5UT.
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-2031	LAZER ZONE. 2 Player shoot'em up.
-2032	GROTHER. Excellent but weird game.
-2033	CHINESE CHECKERS. Classic board game.
-2034	NO ONES MINES 5. Dig dug.
-2042	DESTINATION MOONBASE. Luner lander.
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1715	RSI EXTRA'S 1. More fonts and bobs.
1970	RSI EXTRA'S 2. Another good selection.
2300	RSI DEMO MAKER V2.0. Latest version.
2245	RSI VECTOR EDITOR. Produce vectors with ease.

Red Sector Demo Maker V2.0

Just released the latest version of the most powerful Demo creator available, and now it's even more powerfull. New features include: full screen logo's, Exploding fonts, fully Gen-lock compatible, and loads more.

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1 Single Disk	£3.00	2-5 PD Disks.	£2.00
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BAD BOYZ Licenceware	£3.00
FISH Disks	£1.00
Power Games	£2.99
JNK Disks	69p ea.ch
Postage in UK	FR.EE

+ =A500+ Compatible, -= Not A500+ Compatible A note to all A500+ owners, some disks contain more than one program, and on a large compilation on compilation not all programs are guaranteed to be compatible.

DEMO'S

1171	MESIMARIZED. Excellent GFX effects.
1185	THUNDER CHILD II. Great music.
1201	FIVE WAYS TO KILL A MOLE 2. Sick.
-1509	COMA DEMO COMP. Neat music.
+1510	SICKNESS SIMULATOR. Sick or what.
-1521	THE SIMPSONS SLIDES. Great Pix.
+1535	HEAVY DEATH DEMO. Superb.
+1571	SURFIN NICARAGUA III. Wicked music.
-1589	R.A.F. RETURNS
+1622	PLASMUTEX Totally amazing.
-1667	AARON GETS NUKED. Sick animation.
+1670	NECROPOLIS MEGA DEMO.
+1671	DREAM DEALERS MEGA DEMO II.
+1682	TEXAS CHAINSAW MASICARE.
-1701-8	MAXIMUM OVERDRIVE.
+1712	SINKING DEMAND
-1714	SPASMOLYTIC. Amazing stuff.
+1720	PHENOMENA ENIGMA.
-1750	SLIENTS 'ICE'. Not to be missed.
-1763	ANARCHY 'INSPIRATION IS NONE'.
-1776	VOICES OF DEATH.
-1909-0	WRESTLE MANIA VII.
+1920	ANDROMODA-DECAYING PARADISE.
-1937	DIGITAL INNOVATIONS
-1962-8	PINK FLOYD THE WALL . 6 disks.
-2024	CRYSTAL SYMPHONIES. The best.
+2025	PIXELED PLEASURES
+2026	ABSENCE VIOLATION
+2027	HIRIZONS SLEEPING BAG DEMO.
+2028	IT'S MENTAL ANIMS
+2029	MARS FLIGHT 1 MEG.
+2047	RAPSODY IN BLUE.
+2064	MAGICIAN 2. Great ray-traced anim.
-2090	ALTERED PERCEPTIONS.
+2196	UNKNOWN TERRITORY.
-2222	SILENTS "FRANCE"
+2239	QUASAR "242" MUSIC DEMO.
-2269	KEFRENS GUARDIAN
-2282	QUARTZ MEGA DEMO
+2285	TERMINATOR 23 MEGADEMO
+2286-9	AT THE MOVIES 2. Funny Swartz.
+2290-1	HARD WIRE. Totally brilliant.
-2295-9	ALCATRAZ ODYSSEY. Over 40 mins.

LATEST

+2125	DKB TRACE 2 DISKS. Great Raytracer.
+2157	FREE COPY V1.4. Removes protection.
-2158	PROFESSION. Brill AL D-COPY 3 powerful.
+2161	GAMES GALORE 8. Wicked games.
+2162	GAMES GALORE 9. The latest & greatest.
+2163	ETHOS "TRAVEL GAME". Superb roller
+2170	ANIMATION STUDIO. Excellent package.
+2171	TEXT ENGINE 3. The best WP available.
-2172	CRAZY SUE. Amazing PD platform game.
-2179	EASY PRINT. Excellent Print utils.
+2226	DATA BASES 2. Includes Bbase II.
-2229	ALIEN BREED ANIMATION 1.5 MEG.
-2231	ATLANTIS SLIDES. Amazing H-drawn Pix.
+2240	SKY FLYER. Terrific Shoot'em up.
+2244	SAMURIA PIZZA CATS. Digi music.
-2245	RSI VECTOR EDITOR. For RSI DemoMaker.
+2250	AIR MANIA. Excellent quality game.
+2262	GAMES THAT MAKE YOU GO HMMM.
+2271	A-GENE FAMILY TREE.
+2273	AKIRA PICTURES. From the film.
-2279	ATF AGILITY. Another Swartz anim.
-2280	MUTLY ANIM. Cutey.
+2281	ASSASSINS PRINTER UTILS. Brill.
+2284	ICON CLIP-ART. Weird stuff.
-2300	RSI DEMO MAKER V2.0.
+2302	D-COPY 2. Powerful copier.
+2303	KIDS PAINT. Great Art Package.
-2305	RAD BENCH 1.4. Great WB replacement.
+2306	MED V3.2. Latest & Greatest version.

* JNK DISKS

JNK022	ALF MIX. Great ALF mix.
JNK023	ALF MIX 2. Funny stuff .
JNK027	NOW 1. A collection of music.
JNK028	NOW 2.
JNK029	NOW 3.
JNK034	RANDOM ACCESS MUSIC.
JNK053	DIGITAL MUSIC. Sampled.
JNK069	ROBOT SONG. Great.
JNK073	JCS MEGADEMO.
JNK083	MASH MIX 1. Demo collection.
JNK084	MASH MIX 2.
JNK101	SOUND ATAX. Excellent.
JNK105	ANTI VIRUS PAK 2.
JNK116	LARN. RPG.
JNK130	INTRODUCTION DISK.
JNK143	THE NIB. Great copier.
JNK145	BATMIX. Excellent.
JNK002	DESTINATION DOCKLANDS.
JNK009	UNICYCLE ANIMATION.
JNK011	KAREN'S COLLECTION.
JNK017	VARIOUS DEMO'S.
JNK025	DOC MUSIC DEMO.
JNK001	LIGHTNING CYCLE.
JNK999	LONDON BEAT MIX .
JNK222	LENNY HENRY.
JNK843	UEDIT. Great text ed.
JNK447	DIGITAL CONCERT 2.
JNK010	MASH BOOTER DISK.

* JNK disks are duplicated onto re-cycled disks. Minimum orderof 5 disks.

TOP MOVERS

-1873	SPECCY EMULATOR 1.2
+1996	TEXT ENGINE 2.1
-1772	A64 PACKAGE
1991	ESSENTIAL UTILITIES 3
+2000	3z DATABASE
-1993	QUICK & SILVA
+2055	CARD GAMES
2172	CRAZY SUE
2306	MED V8.2
2300	RED SECTOR DEMO MAKER V2.0
2290-1	HARD WIRED
2295-9	ALCATRAZ ODYSSEY

DEJA VU SOFTWARE

+LPD1	COLOURING BOOK Superb Ed Tile
+LPD2	ARC ANGELS MATHS Great
+LPD3	GALLEONS 1 MEG Follow up to Dogfight
+LPD4	THINGAMAJIG 1 MEG
+LPD5	JUNGLE BUNGLE 1 MEG Superb Ed file
+LPD6	PUKADU & SPRITES 600 Great puzzles
+LPD7	4 WAY LYNX 1 MEG Addictive
+LPD8	WORK & PLAY 1 MEG Super Ed Title
+LPD9	AMOS ASSEMBLER Requires AMOS
+LPD10	THE WORD FACTORY for ages 8 - 11
+LPD11	GO-GETTER 1 MEG
+LPD12	HYPNOTIC LANDS
+LPD13	JIGMANIA 1 MEG
+LPD14	PLAY IT SAFE Teaches Kids safety
+LPD15	ARC ANGEL'S SHAPES like fuzzy felt
+LPD16	REVERSI 11 Great fun
+LPD17	DOGFIGHT 11 up to 8 players
+LPD18	TOUCHSTONES
+LPD19	X - IT - 50
+LPD20	WORDY Great word processor
+LPD21	QUINGO
+LPD22	10/200 FONTS
+LPD23	ESP Mind game
+LPD24	SHINING WAY OF KUNG FU 5.50
+LPD25	THE MISSION Great fun
+LPD26	CYAD
+LPD27	FLOWER POWER
+LPD28	BUDDBASE Fantastic DBASE
+LPD29	BIG TOP FUN Great for kids
+LPD30	SHYMER
+LPD31	AMOS CLI PRINTER
+LPD32	HARD DRIVE MENU SYSTEM
+LPD33	ADVENTURE TOOL KIT Brilliant
+LPD34	INVOICE PRINTER Simple
+LPD35	T-TECDRAW great design pack
+LPD36	FRAGGEN 11
+LPD37	ROCKET MATHS for ages 7-11
+LPD38	AMOS ART
+LPD39	MAGIC FOREST 11 Platform game
+LPD40	SPRITE BANK EDITOR for AMOS
+LPD41	RESCUE Addictive game
+LPD42	X-STITCH For knitting patterns
+LPD43	LAZER ZONE upto 2 players
+LPD44	FORMULA ONE CHALLENGE Stratogy
+LPD45	MUSIC BOX Teaches music
+LPD46	MAGPIES CLIPART
+LPD47	DIRTY CASH FRUIT MACHINE Brill
+LPD48	SPARK'S STOCKINGS FILLERS
+LPD49	MARVIN THE MARTIAN
+LPD50	MAGPIES CLIPART 2
+LPD51	MAGICAL YOUNG ARTIST
+LPD52	LC24/200 FONTS
+LPD53	MAGPIES CLIPART 3
+LPD54	MAGPIES CLIPART 4
+LPD55	SPRITE X V1.32 Needs AMOS
+LPD56	C TEXT V1.32 AND FONTS AMOS
+LPD57	KIDDIES CLIPART 1
+LPD58	LOCKS, KEYS & ENEMIES
+LPD59	PREHISTORIC FUN PACK
+LPD60	TECHNO SNAIL Weird platform game
+LPD61	THE FINAL CHAPTER V2.0
+LPD62	REVOLUTION
+LPD63	WILBERTS WONDERLAND Addictive
+LPD64	RESCUE 2
+LPD65	POWER PLANNER Filofax
+LPD66	HOTEL MANAGER Board game
+LPD67	C.V.A.D 2 Mega Addictive
+LPD68	VIRUS BUSTER. Powerful killer.
+LPD69	MAGICAL MIX-UP.
+LPD70	PAINT BOX. Great kiddies art package.
+LPD71	BATTLE CARS. Fast 2 player racing.
+LPD72	MONSTER ISLAND. Simple role play.
+LPD73	AMOS DATABASE V3.01. Simple to use.
+LPD74	SOUR GRAPES. 3D isometric game.
+LPD75	VIDEO LAB. Great Video titling package.
+LPD76	T-TECMAZE. Superb puzzle game.
+LPD77	POWERBASE V2.1. Professional DBASE.
+LPD78	SPECTRA. Logic puzzle game.
+LPD79	MUSIC ENGINE. For use with AMOS, will play Sound-tracker tunes without converting them!!
+LPD80	ICON BANK EDITOR. For use with AMOS.
+LPD81	POOLS PRO. Bill Pools Predictor.

100% Amiga

POWER COLLECTION

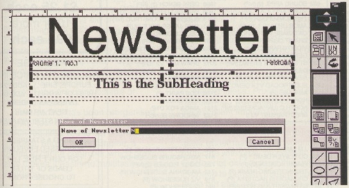
+VPP01	FOOTBALL MANAGER What a classic
VPP02	HOTSHOT 2 Player fun
-VPP03	KARTING GRAND PRIX Racing fun
-VPP04	ARTIFICIAL DREAMS
-VPP05	THAI BOXING Beat up the bad dudes
+VPP06	LAS VAGAS Great fruit machine sim
-VPP07	SECONDS-OUT BOXING Smash
-VPP08	FROST BYTE Great Platform fun
-VPP09	MOUSE TRAP see above
+VPP10	PLUTOS fast vortical Shoot'em up
+VPP11	SPACE STATION
+VPP12	WAR ZONE Tank battles
+VPP13	PROTECTOR
+VPP14	FIRE BLASTER
+VPP15	FLIGHT PATH 737 Fight sim
+VPP16	QUANTOX
+VPP25	5th GEAR Great racing fun
+VPP26	BATTLE VALLEY Superb shoot'em up
-VPP27	ICE HOCKEY Super sports fun
+VPP28	JUMP JET
-VPP29	SLAVER
-VPP30	STEEL Control herby the robot
+VPP32	ARCHIPELAGOS Strategic 3D stuff
+VPP33	BAD COMPANY Space Harrier clone
-VPP34	EYE OF HORUS More Platform stuff
+VPP35	PROSECTOR
-VPP36	QUADRALIEN
+VPP37	STAR BLAZE Fast filled vectors
+VPP38	STAR GOOSE
+VPP39	STAR RAV. Mega Defender clone
+VPP40	CHICARGO 90 Street chase
-VPP41	DEMOLITION Break out clone
+VPP42	DOGS OF WAR Great Commando
-VPP43	FIGHTER MISSION. Great Shoot'em.
+VPP44	H.A.T.E 3D Zaxxon game
-VPP45	HIGHWAY PATROL Neat police chase
VPP46	PHANTASM
-VPP47	SUPERSKI Fast
VPP50	ARTURA
VPP51	BATTLE SHIPS
VPP52	BEYOND THE ICE PALACE
VPP54	DFLECTOR.
VPP58	IRON TRACKERS. Great racing fun.
VPP58	MAD SHOW
VPP59	MANHATTON DEALERS. Brill arcade fun

MUSIC

+2006	ROBIN MEETS THE WHEETA BIX. Great
+2007	C+C MUSIC FACTORY. Superb music
-2011	MAGIC 12 'RAY OF HOPE'
-2013	BANGING RAVES 2. Excellent mix
+2021-2	TERMINATOR MAIN THEME. Great
-2023	THE THUNDER REMIX.
-2024	CRYSTAL SYMPHONIES.
+2047	RAPSODY IN BLUE. Great sample.
+2066	UTAH SAINTS, WCYDFM.
+2084	DEPECHE MODE 'ENJOY THE SILEN
+2085	EXPRESSIONS 'ROLF HARRIS MIX'.
-2108	ANALOG '86 TUNES'. Loads.
+2109	KRYPTIC 'MUSIC MADNESS'.
-2114	LSD 'THE GRAPEVINE MEGAMIX'
-2167	IN A SILENT WAY. Neat collection.
-2218-9	RUBBERBAND MAN. Great sample.
+2220	BACH CLASSICAL MUSIC.
+2221	BAGPIPE MUSIC. Has to be heard.
+2223	TECHNO FRIGHT. Great rave.
-2225	DIGITAL DISCO. Brilliant stuff .
+2232-3	PLAY'N'RAVE MUSIC DEMO.
+2242	HARDCORE MUSIC
-2247-8	HIS MASTERS NOISE. Bloody brill.
-2260	TAITAN MUSIC. Good stuff .
-2265	NUMERIC MUSIC.
+2266	RAMJAM MUSIC.
-2267	TECHNO TRANCE. Rave on dude.
+2268	SONIC BOOM. Lovely.
-2270	LEMMING CURD. Weird.
+2274	MOTZART 2 FLUTE CONCERTO.
+2278	SHADOW MUSIC. Great music.

hold the front page!

Nick Veitch rubs his magic floppy disk and hopes that *Professional Page 3.0* will fulfill his wishes.



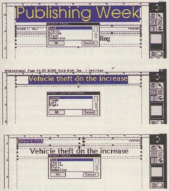
PRODUCTIVITY BONUS

The disturbing thing about productivity software is that everyone is expected to be productive these days. A few years ago, everyone would be astounded if you went to all the trouble of having a report typed out – these days, if it isn't laserprinted with scaleable fonts and nice little pictures they reckon you haven't been trying.

That's no problem if you're some whizzo graphic designer, but it's a bit of a bummer if you think that leading is found on church roofs. Where can modern man/woman turn? I suppose we should all rub a magic lamp or something. However, winging its way across the Atlantic comes *Professional Page 3.0*. It's back, and this time it has brought its genie.

There is nothing particularly amazing about the genie in question. I mean, it doesn't come in a bottle or have a big curly moustache and equally curly gold slippers. In fact, it's nothing more than a set of ARexx macros – but they are very cunning ARexx macros. Most applications written after the advent of Workbench 2.0 have some sort of ARexx capability, but usually this is just a few token loading and saving options, so they can boast ARexx compatibility. Not so *ProPage*.

Yes, there are loading and saving options and hotlinks to other programs such as *ADPro*, but there are also an awful lot of internal referencing functions. Why?



A Page Creation Genie in action. A series of requestors allow you to make all the important decisions while the script gets on with the dirty work.

PAGING MR GENIE

What would you do if you suddenly discovered that your 80-page A4 document suddenly needed to become a 160-page A5 document? Without a Function Genie you'd be in the... you'd be experiencing some difficulties. With a genie, though, you simply work out how to perform the operation once, write a script, and sit back and watch real office automation get to work.

The extension of this is the Page Creation Genie. Imagine you know nothing about layout. Imagine you need to create a newsletter-style front page in, say, 30 seconds. Now imagine you have a Page Creation Genie. Answer a few questions and, a spot of multiple choice later, you have your page. This interactive page creation need not be limited in style either – you can easily manipulate the finished object just as you would if you had created it yourself (in fact, you *have* created it yourself).

Hardened veterans may also find some use from the Page Creation Genies – even if it is only to knock out a quick update report or a few envelope labels.

ADDRESS BOOK

Gold Disk's *Professional Page 3.0* will be available, from, amongst other places: Precision Distribution 081 543 3500. Price not yet announced.

FONTSY STUFF

The second major update to *ProPage* is the addition of Adobe Type 1 font support. This may mean nothing to you unless you own a Mac or a high-powered IBM. Adobe hold the copyright to a large proportion of the world's supply of scaleable fonts, fonts which are supported by DTP systems such as *Pagemaker* and *QuarkXpress* on the Mac and *Ventura* on the PC. Consequently, there are a lot of them about – more than a couple of thousand

PRO PAGE 3.0

. . . at a glance

•ARexx•Supports *Pdraw3.0* clips•Requires 2mb memory and hard disk • Undo function• 7 CG fonts supplied• Enhanced text runaround•Improved colour seperation

Crazy Joe's

Amiga Public Domain Software

PD GAMES! PD GAMES! PD GAMES! PD GAMES!

117	MONOPOLY (NP)	popular old board game
135	CARD & BOARD GAMES (NP)	Cluedo + solitaire games
195	ELECTRIC TRAIN SET (NP)	for when the kids are asleep!
315	RETURN TO EARTH (P)	"Elite" type space trading game
496	HOLY GRAIL * (NP)	excellent text adventure
648	STAR TREK (USA) (2) * (NP)	graphic adventure
680	LEARN & PLAY (2)(NP)	maths, words and colouring for kids
727	RICHTER'S STAR TREK (2)(P)	best version to date
766	TREASURE HUNT (NP)	pirate treasure map game for kids
957	PIPELINE (P)	assemble your pipe quickly to keep the oil flowing
962	DRIP! (P)	rust the pipes, avoid the nasties arcade game
987	SNAKEPIT (P)	eat the food in the maze without eating yourself
991	JEOPARD * (P)	2 player game of world conquest
1004	GAMES DISK 9 (P)	including Tetrix Metallica!
1113	WET BEAVER GAMES (P)	funny demo plus arcade Ping Pong
1230	DRAGON CAVE (P)	Sokoban type game with excellent gfx
1520	BALLOONACY * (P)	bomb the buildings & land your balloon
1539	MEGABALL (P)	the best breakout game around!
1544	SEVEN TILES (NP)	futuristic football game like Speedball
1577	FRUIT MACHINE * (NP)	best fruit machine simulator bar none!
1584	MISSILE COMMAND (NP)	stop missiles destroying your cities
1591	QUIZ MASTER * (NP)	excellent trivia game
1670	WHEEL OF FORTUNE (P)	based on the TV show
1711	MENTAL IMAGE GAMES DISK (NP)	3 brill games on one disk!
1715	FRANTIC FREDDIE (NP)	C64 favourite platforms & ladders
1720	CABARET ASTEROIDS (NP)	faithful version of the classic
1746	WORD GAMES VOLUME 1 * (P)	exercise the grey matter
1747	WORD GAMES VOLUME 2 * (P)	and not the joystick!
1748	STRATEGY GAMES * (NP)	serious stuff including Sea Lance
1749	TRUCKIN' (2)(2D)(P)	run your own trucking company
1832	POM POM GUNNER *(P)	WW2 arcade action - our No.1 game
1879	SEA LANCE * (P)	Trident submarine simulation
1882	SIMPSONS GAME (P)	help Bart in this S.E.U.C.K. game
1883	BIONIX II * (P)	never-ending shoot 'em up!
1905	J NICKLAUS COURSES 1	data disk only!
1916	AIR ACE II (P)	excellent WW1 shoot 'em up
1926	NAPOLEONIC WARFARE SYSTEM * (P)	war game umpire
2011	TWINTRIS * (NP)	1 or 2 player Tetris clone - very good!
2013	ZEUS (P)	simple but addictive puzzle game
2016	DOWNHILL CHALLENGE (NP)	fun on the ski slopes
2018	WIZZY'S QUEST* (NP)	wizard fun! excellent game!
2049	MATHS DRILL (NP)	maths exerciser for all ages
2050	INSIDERS CLUB * (NP)	good stock exchange simulation
2051	ATIC ATAC * (NP)	explore and collect arcade game
2052	SHAPES (P)	addictive puzzle fun!
2057	BATTLE PONG * (NP)	1 or 2 player arcade classic
2155	GHOST SHIP (NP)	3D arcade adventure
2167	LLAMATRON (NP)	Jeff Minter classic!
2177	J NICKLAUS COURSES 2	data disk only!
2178	SKY FLYER	excellent new SEUCK game!
2183	REVENGE OF MUTANT CAMELS	Minter's back!

DEMOS AND ANIMATIONS

747	POPEYE MEETS THE BEACHBOYS (P)	very funny!
773	SHARK ANIMATION * (NP)	deadly ray-tracing!
825	BUDBRAIN 1 (2)(X)(NP)	great 2 disk demo + naughty bits!
895	A TRIP TO MARS (NP)	demo with a difference
906	MADONNA CARTOON ANIM *(NP)	short digitised animation
935	MADONNA : HANKY PANKY (P)	excellent Madonna sample
1033	AT THE MOVIES ** (NP)	loves of a squirrel?
1188	FILLET THE FISH (P)	funny cartoon
1229	BUDBRAIN 2 (NP)	good as the first one? you judge!
1238	EVIL DEAD DEMO (X) * (NP)	get them before they get you!
1453	MORE AEROTOONS * (P)	3 Schwartz classics
1540	AMY .VS. WALKER ANIM * (NP)	Eric Schwartz at his best!
1541	BATMAN ANIMATION * (P)	funny Schwartz animation
1552	MAGICIAN ANIMATION 2 * (P)	simply magic!
1560	PHENOMENA ENIGMA * (P)	superb gfx and music
1628	DO THE BART, MAN * (NP)	a must for all Simpsons fans!
1701	TRON ANIMATION (2) * (P)	based on the film
1707	DECAY : SIMPSONS DEMO * (P)	should appeal to everyone
1753	LIFE OF BRIAN (2) (P)	sample from the film
1841	ANTI LEMMIN' DEMO (2)(NP) **	for Lemmings fans with 2 meg
1850	THE WALL (6)(2D)(NP) *	mammoth Pink Floyd six disker!
1856	BETTY BOO ANIM / SLIDESHOW (P)	doing the Amiga
1885	ROBOCOP ANIMATION * (P)	digitised from the film
1900	SILENTS : ICE DEMO (NP)	superb music and graphics
1902	VIRTUAL WORLD * (NP)	3D filled vector demo
1943	WINDSURFER ANIMATION (2)(P) *	very good
1947	MR POTATO HEAD (P)*	funny cartoon antics
1948	MR POTATO HEAD CHIPS ARE UP! (P)*	more adventures
1956	CREATURE COMFORTS DEMO (NP)	from the TV adverts
1982	3D PINBALL ANIMATION * (P)	beautiful ray-tracing

AMIGA A500 PLUS

certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

USEFUL SOFTWARE

81 UEDIT W/PROCESSOR (NP)
119 AMIGA MCAD (P)
410 DPAINT CARTOON BRUSHES
442 DPAINT FONTS DISKS (4)(P)
458 HAM RADIO UTILITIES (5)(NP)
571 JAZZBENCH (NP)
580 DOPE INTRO MAKER (NP)
591 BUSINESS CARD MAKER (P)
632 MSH (MESSYDOS) (NP)
642 C MANUAL
661 PROGRAMMING DISK 1 (NP)
682 SOUND APPS. (2)(NP)
684 VIDEO APPLICATIONS (2)(P)
901 THE COMMS DISK (NP)
1022 AMOS UPDATE 1.32 (P)
1095 DATABASE WORKSHOP(2)(P)
1097 DPAINT CLIP ART (2)(P)
1099 VIDEO GRAPHICS (4)
1117 GENEAOLOGY * (P)
1228 ST EMULATOR (GERM.)(NP)
1273 C-LIGHT (P)
1450 NEW SUPERKILLERS (P)
1451 ELECTROCAD V1.4 DEMO (P)
1452 AMIBASE (P)
1536 NORTH C (PACKED) (NP)
1537 NORTH C (UNPACKED)(2)(NP)
1545 SPECTRAPAINT V3.0
1550 FLEXY-BASE V2.0 (P)
1569 LANGUAGE TUTOR (NP)
1606 DATABASE MASTER 2.0 (NP)
1629 SPECTRUM EMULATOR(NP)
1663 DYNAMITE BRUSH FONTS (P)
1858 202 UTILITIES (NP)
1878 TEXTPLUS WORD PROC. (P)
1880 DCOPY & UTILITIES (NP)
1884 EQUINOX INTRO WRITER*(NP)
1886 MED V3.10 (NP)
1893 DICE V2.06A (NP)
1896 DESK BENCH (3) (NP)
1906 PAGESETTER CLIP ART (8)(P)
1914 SLIDESHOW CONSTRUC.(NP)
1951 KING JAMES BIBLE (3)(P)
1954 CELTICS DEMO MAKER(NP)
1987 QUICKBENCH *(NP)
1990 NIGHTFLYERS UTILS. IV(NP)
2004 TURBO IMPLODER V4.0 (P)
2012 DRAW MAP V2.3D (P)
2058 VECTOR BALL EDITOR * (NP)
2168 MESSYSID
2174 ANTI-VIRUS V3.14 (P)
2176 KIDS PAINT (P)
2180 TEXT ENGINE
2181 AMIGA FOX DTP
2182 WINDOWS BENCH

MUSIC DISKS

61 J M JARRE - DEFINITIVE (P)
407 CD PLAYER DEMO * (P)
713 FLASH! - QUEEN (2) (P)
724 TECHNOTRONIC REMIX (P)
746 CRUSADERS BACTERIA (P)
941 S/TRACKER JUKEBOX (NP)
976 SCOOPEX BEAST SONIX(NP)
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1292 CRUSADERS : GENESIS(NP)
1685 DEPECHE MODE MUSIC (P)
1694 ART OF MED MUSIC DISK
1695 SEAL CRAZY REMIX * (NP)
1713 SPACED OUT VOLUME 1
1714 SPACED OUT VOLUME 2 (P)
1716 I THINK WE'RE ALONE (P)
1717 EVERYBODY DANCE NOW(P)
1718 DOING THE DO(P)
1755 AMAZING TUNES 2 (3) *(NP)
1993 CATS SING KYLIE! (NP)
2006 SAMPLE SENSATIONS * (NP)
2008 MOVE ANY MOUNTAIN * (P)
2059 VIVALDI 4 SEASONS (2) * (P)
2159 CHARLY (P)
2160 WHAT CAN U DO FOR ME?(P)

SLIDESHOWS

282 FORGOTTEN REALMS (P)
617 NEIGHBOURS SLIDESHOW
725 DIGGY PIGGIES (2)(NP)
742 MADONNA SLIDESHOW (P)
814 VIZ SLIDESHOW (P)
891 CREEPSHOW (P)
899 MADONNA S/SHOW 2 (2) *(NP)
968 GOREZONE S/SHOW (X)(P)
1051 TOTAL RECALL S/SHOW(NP)
1085 COMIC SLIDESHOW (X)(NP)
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1277 DIVINE VISIONS (2) *(NP)
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1781 REFLECTIONS (NP)
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(2D) = 2 drives
(X) = Adults Only
(P) = A500 Plus Compatible
(NP) = Not A500 Plus Compat

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Y £7.95!
K 2
A500+)
SSFIRE,
QUEST,
Y £4.95!
K 3
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hold the front page!

at the last count. They are not cheap, but there is also a large freefont sheme running in the Macintosh shareware market – these are Adobe Type 1ish fonts created by draughting packages such as *Fontographer*.

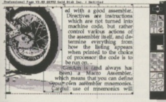
If you can get hold of these fonts, or already own a Mac (which comes with some as standard), it's possible to convert them to Compugraphic fonts and use them from within *ProPage* (or any other software that supports CG fonts). This is done with the aid of Fontmanager, a utility supplied with *Propage*, and reads the two data files before creating a complete set of CG files, including an optional Postscript download file (essential if you are going to take your work to a printshop to output, or if you are using bizarre or home-made fonts).

Font control has been reorganised slightly, too. Out is the old CGT program which required you to set cache sizes for fonts, and In is FontEngine, a dynamic cache controller which presumably makes it easier to multitask *ProPage*.

LAYING OUT

The layout options have been greatly improved by the Undo function. How many times have you just finished your masterpiece only to accidentally drag a text box out of position on your way to the save menu? Let it bug you no longer.

Another improvement bringing *ProPage* into line with the competition is the ability to use irregular runarounds. These work by flowing text around structured graphics but this doesn't mean you can't use the technique on imported bitmaps as well. Just trace over with a structured line and select it to have a width of zero.


Professional Page V3.00 ©1992 Gold Disk Inc. • Untitled

ed with a good assembler. Directives are instructions which are not turned into machine code, but rather control various actions of the assembler itself, and determine everything from how the listing appears when printed to the choice of processor the code is to be run on.

GenAm is (and always has been) a Macro Assembler, which means that you can define your own assembler mnemonics. Careful use of mnemonics will

Running text around irregular shapes is a lot easier.

Other 'catching up with the rest of the crowd' manoeuvers are the ability to specify point sizes to 1/8pt accuracy and the improved colour separation process.

CONCLUSION

On the features side there are still a few things missing. I'd like to see more font control, more styles, and horizontal scaling to compete with packages like *QuarkXpress*. The lack of import modules for various image types is not a problem if you have *ADPro*, but I find it hard to believe that Gold Disk don't have the ability to create their own graphics preprocessing package which could be hot-linked in.

Nevertheless, *Professional Page 3.0* has stormed way ahead of the rest by the excellent implementation of ARexx scripts. This gives the whole system added functionality within the program itself, rather than just allowing it to communicate with other processes. The Genies not only expand the ability of *Propage* to perform more complicated tasks but also add intuitive ease of use to the novice.

SYSTEM REQUIREMENTS There was a minor amount of fuss when *Professional Page 2.0* came out, as it required (shock, horror) at least 1Mb of memory – and preferably a lot more. Nowadays most Amigas come with 1Mb as standard. Is this the reason that Gold Disk have raised the memory requirement to 2Mb?

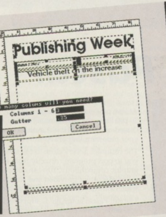
No, I think not. I think that the memory requirement has gone up to enable the implementation of some required functions. Required, not desired, because any application without an undo function can be frustrating. Any application without ARexx can be tedious.

The other system requirement is a hard disk. Although earlier versions would run off floppies, it was hardly advisable. A hard disk is essential for proper font control for a start. Now there is also the benefit of config files saved containing information, such as magnification level, layout preferences and drawers for text and bitmap files.

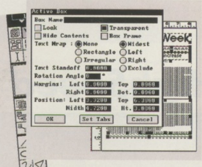
VERDICT

Power and productivity for all abilities...

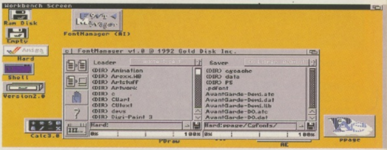
EASE OF USE	96%
VALUE FOR MONEY	88%
EFFECTIVENESS	86%
FLEXIBILITY	90%
INNOVATION	94%
OVERALL	**91%**



How many colums will you need?
Columns 1 - 6 3
Gutter .25


Active Box
Box Name
☐ Lock
☒ Transparent
☐ Hide Contents
☐ Box Frame
Text Wrap : ● None ○ Rectangle ○ Irregular
● Widest ○ Left ○ Right ○ Exclude
Text Standoff 0.0000
Rotation Angle 0 °
Margins: Left 0.0000 Right 0.0000 Top 0.0000 Bot. 0.0000
Position: Left 3.3200 Top 6.3000 Width 4.7200 Ht. 3.0000

The Active box requester has gone through a few changes. Probably most important are the new text runaround options and the ability to name boxes (useful when running ARexx macros).



FontManager v1.0 © 1992 Gold Disk Inc.

Loader
(DIR) Animation
(DIR) Arexx.WB
(DIR) Artstuff
(DIR) Artwork
(DIR) c
(DIR) CWart
(DIR) CWtext
(DIR) devs
(DIR) Digi-Paint 3
Hard:

Saver
(DIR) cgcache
(DIR) data
(DIR) PS
.pdfont
AvantGarde-Demi.afc
AvantGarde-Demi.dat
AvantGarde-Demi.lib
AvantGarde-DO.afc
AvantGarde-DO.dat
Hard:ppage/Cgfonts/

Fontmanager will allow you to create Compugraphic font files from any PC Adobe Type 1 fonts.

Some things are worth waiting for ...

HiSoft Devpac 3

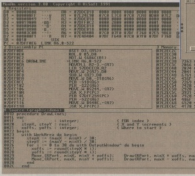
Devpac Version 3 is here at last. The two earlier versions of HiSoft Devpac for the Amiga set a standard in 68000 assembly language programming which was hard to surpass, but we think that we've done it. This new package has had a complete face-lift, from the editor through to the debugger; in fact so many features have been added and improved that we feel confident in the claim that Devpac 3 is the ultimate assembly language development system on the Amiga … for now!

The Editor

A new multi-window editor with bookmarks, mouse block-marking, macros, complete window flexibility (including multi-views on one file), extensive user configuration and full integration with the other Devpac programs. The editor makes use of Workbench 2 or 1.3 automatically.

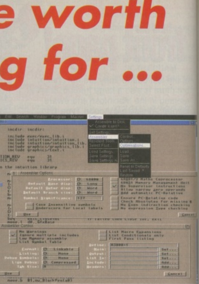
The Assembler

Improved and extended, the Devpac 3 assembler is now at least 40% faster than its predecessor (without pre-assembly), supports the full 680x0 range of processors including the maths co-processors and has a tremendous number of switchable optimisations. With the ability to pre-assemble files for inclusion, it can now claim to be the fastest assembler on the Amiga.



```
2 Disassembly PC
4 Source (graphicsdemo)
001D procedure DrawLines;
001E var
001F   i              : integer;                { FOR index }
0020   stepX, stepY : real;                     { X and Y increments }
0021   xoffs, yoffs : integer;                  { Where to start }
0022 begin
0023   with WorkArea do begin
0024     stepX := (maxX - minX) / 30;
0025     stepY := (maxY - minY) / 30;
0026     for i := 0 to 30 do with OutputWindow^ do begin
0027       xoffs := round(stepX * i);
0028       yoffs := round(stepY * i);
0029       Move_(RPort, minX, minY + yoffs);    Draw(RPort, minX + xoffs, maxY);
002A       Move_(RPort, maxX, minY + yoffs);    Draw(RPort, maxX - xoffs, maxY)
002B     end
002C   end
```

the debugger supplied with both packages



```
        incdir  incdir:

        include exec/exec_lib.i
        include intuition/intuition.i
        include intuition/intuition_lib.
        include graphics/graphics_lib.i
        include graphics/text.i

INTUITION_REV   equ     31
GRAPHICS_REV    equ     31

* Open the intuition library
```

Assembler Options

Processor: 68000
Default Base disp: Long
Default Outer disp: Word
Default Branch size: Word
Symbol Significance: 127
☐ Case Insensitive symbols
☐ Underscore for Local labels
☐ 68881/2 Maths Coprocessor
☐ 68851 Memory Management Unit
☑ No Supervisor instructions
☐ Allow narrow zero operands
☐ Add automatic PC-Relative
☐ Ensure PC-Relative code
☐ Check Absolutes for missing #
☐ No Even indirection checking
☐ No expression Type checking

Assembler Control

☐ No Warnings
☑ Ignore multiple includes
☐ Low Memory assembly
☐ List Symbol Table
☐ List Macro Expansions
☐ List Conditionals only
☐ First Pass listing
Format: Linkable
Listing: None
Debug Symbols: None
Line Debug: Compressed
Tab Size: 8
Define: A3000=1

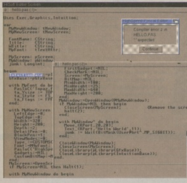
Devpac 3 gives complete control over the assembly process

The Debugger

Devpac 3 is provided with a versatile debugger/disassembler for bug hunting and ease of learning. You can have as many views on your program as you like, including its source code; then set breakpoints, single-step instructions etc. even at a source code level. Again, there is support for all the new processors and the floating point chips.

Devpac 3 comes complete with all the necessary include files, a linker, many examples and a clear helpful manual.

HighSpeed Pascal



```
Uses Exec,Graphics,Intuition;

var
  MyNewWindow: tNewWindow;
  MyNewScreen: tNewScreen;

  FontName: CString;
  Title:    CString;
  WTitle:   CString;
  MyFont:   tTextAttr;

  MyScreen: pScreen;
  MyWindow: pWindow;
  junk: Longint;

begin
    FirstGadget:=NIL;
    CheckMark:=NIL;
    Screen:=MyScreen;
    BitMap:=NIL;
    MinWidth:=100;
    MinHeight:=25;
    MaxWidth:=640;
    MaxHeight:=200;
  end;
  MyWindow:=OpenWindow(@MyNewWindow);
  if MyWindow=NIL then begin
    CloseScreen(MyScreen);          (Remove the screen op
    halt(2);
  end;

  with MyWindow^ do begin
    Move_(RPort,20,20);
    Text_(RPort,'Hello World',11);
    junk := Wait(BitMask(UserPort^.MP_SIGBIT));
  end;

  CloseWindow(MyWindow);
  CloseScreen(MyScreen);
  CloseLibrary(pLibrary(GfxBase));
  CloseLibrary(pLibrary(IntuitionBase));
end.
  if MyScreen=NIL then Halt(1);

  with MyNewWindow do begin
```

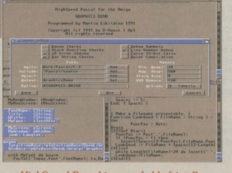
error detection is fully interactive

At last, a new Pascal compiler for your Amiga; HighSpeed Pascal. Compiling at close to 20 000 lines per minute on a humble A500 and with a fully integrated environment (based on the new HiSoft multi-window editor), HighSpeed Pascal is the answer to your programming prayers.

The compiler is very close to the standard set by Turbo Pascal 5 on the PC and enables you to port programs directly from the PC or ST - even the BGI unit is provided for graphic compatibility. You can compile separate units, link with assembler or use the inline assembler provided and we also supply a special version of our 680x0 debugger which allows you to debug Pascal programs at a source code level.

The full Pascal language is supported including such worthy additions as structured constants, flexible string handling and absolute variables.

HighSpeed Pascal comes complete with all the necessary files for working with the Amiga's operating system, a host of examples and 2 professional, wire-bound manuals.



```
HighSpeed Pascal for the Amiga
GRAPHICS DEMO
Programmed by Martin Eskildsen 1991
Copyright (c) 1991 by D-House I ApS
All rights reserved
```

Compiler Settings

☐ Range Checks
☐ Stack Overflow Checks
☑ IO Error Checks
☑ Var String Checks
☐ Debug Symbols
☑ Line Number Debug
☐ Force 32-bit Calls
☐ Quiet Compilation

Paths
Units: Work:Pascal/1.3
Include: :Pascal/source
Object:
Output: GraphicsDemo
Define: HIGHSPEED,AMIGA

Memory
Min. Heap: 20
Max. Heap: 500
Stack Size: 0
DOS Memory: 120
Action: Compile

```
  Spaces := S;
End; { Spaces }

{ Make a Filename presentable. }
Function LookGood ( FileName : String ) :
Var
        PuncPos : Byte;
Begin
{$IfDef Atari}
  PuncPos := Pos('.',FileName);
  If (PuncPos > 1) then
    Insert(Spaces(9-PuncPos),FileName,Punc
  LookGood := FileName + Spaces(12-Length(
{$Else}
  while Length(FileName)<24 do Insert(' ',
  LookGood:=FileName;
{$EndIf}
```

HighSpeed Pascal is remarkably friendly and easy-to-use

HiSoft Devpac 3 (£69.95) and HighSpeed Pascal (£99.95) should be available at your local computer shop now. If you have difficulty locating a copy, you can order directly from HiSoft by telephone using Access/Mastercard, Visa, UK debit card (Switch etc.) or by post with a cheque/postal order. Mention this magazine when ordering to receive a £10 voucher redeemable against future purchases from HiSoft.

HiSoft Devpac 3 and HighSpeed Pascal are just two of the products that we supply for your Amiga. Other titles include: ProFlight, HiSoft BASIC, Extend, SAS/Lattice C 5 and HiSoft C. For more details contact us at - HiSoft, The Old School, Greenfield, Bedford MK45 5DE UK.

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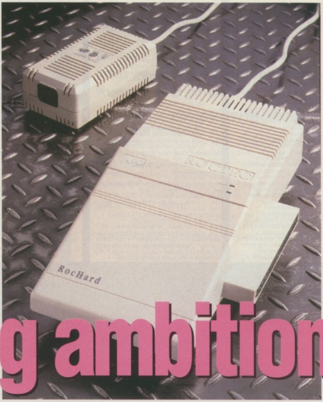
Looking at Hard Drives? So is Nick Veitch...



driving ambition

IT'S THAT HARD!

It's common knowledge that AmigaDOS doesn't work very well unless you have a hard drive. After the expense of buying an Amiga, most people are a bit upset to find that they have to fork out another similar sized wodge of money just so that they can use it more easily.

Upgrading your system with a hard drive is not a thing to be taken lightly. Like your computer it is probably something you are hoping to use on a regular basis for a considerable period of time. You've got to get it right. Recently, there have been a number of new drives on the market which are not SCSI (Small Computer Systems Interface) units, but which use a different interface and mechanism entirely. IDE drives were manufactured for use with the IBM PC and compatibles.

The advantage of this is that there are now a great deal of these drives around, and because the interface system is less complicated than SCSI (which has to deal with all sorts of other devices such as tapestreamers and scanners) they are a bit cheaper – say forty or fifty quid less than an equivalent SCSI drive. The disadvantage, though, is that should you need to add further SCSI mechanisms you'll have to have both an IDE and a SCSI interface.

DRESS BOOK:
2MbRochard costs
349 fromDiamond
(081 597 885).
A similar-sized
aflyer is £299 from
Hard Cache
(071 704 1614)

The two most prominent protagonists in the IDE field for the Amiga at the moment are the Dataflyer500 IDE and the RocHard IDE. Let's take a closer look at them.

ROCHARD

The RocHard is as wide as Commodore's A590 drive and looks very similar apart from the slope at the front of the unit which has been designed to match that of the A500. In fact, the RocHard looks much better beside the A500 than Commodore's own unit. Power is supplied via a separate unit. This is obviously some ploy to avoid having to manufacture two main units (one for Europe and one for the U.S.A., where they work off a 60Hz supply) and is quite annoying. The whole point of having a neat and compact unit which fits flush with the side of your machine is that you are spared the inconvenience of lots of dangling wires zig-zagging between the different units of your system.

The unit provides slots for memory add-ons, in the form of slots for eight 1Mb SIMM modules. These are standard memory cards which are also used in both PC and Mac systems, ensuring that price and availability isn't a problem. To install, simply remove the lid of the RocHard and slot the cards in. Setting a small jumper block on the board indicates to the Autoconfigure system how much memory has been installed. Increments of 2Mb (up to a possible 8Mb) can be installed.

The RocHard lacks a through-port for other expansion port add-ons. This is always annoying but is to a certain degree understandable. It is a difficult task to reduce the electronic noise levels on a hard drive controller board to such a degree that a through-port would function reliably.

A games switch at the back of the device enables the user to disable the expansion memory, the drive – or both – which is handy when running older software affected by it.

DATAFLYER IDE

The general idea behind the Dataflyer is the same as with the RocHard – offer a cheaper alternative to buying a SCSI device for people who may want a hard-drive but are not power fiends.

The Dataflyer is quite cunning. Although the unit is essentially an add-on for the A500, you can take the card out of the box and slot it into one of the expansion slots on the A2000 or A1500. The unit is considerably longer than most other drive units but this may not be a bad thing. If you want to add a second mechanism, it can be accomodated inside the case. The RocHard also has an extra IDE connector but, until someone produces a 3mm tall mechanism, there's not much chance of fitting it inside the RocHard casing.

There's no provision for memory expansion as standard, but extra memory modules can be obtained to bring the unit up to a full 8Mb. The Dataflyer also lacks a game switch, but it's possible to disable the drive on startup by holding down both mouse buttons. Once again, though, there is no through-port. I suppose it's always going to be that the hard-drive has to be last in the chain.

Versions are available which offer a SCSI driver, too, but this rather defeats the object of having a budget unit.

ROCHARD
. . . at a glance

• IDE and SCSI connectors • on board memory capability • games switch • external power supply

DATAFLYER
. . . at a glance

• IDE controller • memory card as option • works as card in A1500 and A2000 • room for second device in the case

CONCLUSION

The RocHard offers a more attractive unit with easier expansion routes but, for budgetary reasons, the Dataflyer may be a better bargain at up to fifty quid less.

GAMES DISKS

309,310,311	3 DISK 1 MEG STAR TREK (BRILLIANT)
370	TENNIS, AGAIN 1 MEG, VERY PLAYABLE
430	GOLDERN FLEECE, GREAT TEXT ADVENTURE
445	CASTLE ADVENTURE (WITH GRAPHICS)
492	WERNER GAMES (SIMILAR TO BOLDERDASH)
556*	HOLY GRAIL, ANOTHER BRILL. ADVENTURE
595*	TOBIAS RITCHER ACCLAIMED STAR TREK
596	GAME ON 2 DISKS (DONT MISS THIS ONE)
607	ST BASH, SPACE INVADERS VARIANT
699	PSEUDO COP A SHOOT EM UP (PLAY ED 209)
759*	GAMES GALORE 1 FROM GARY HENDERSON
775*	PROPERTY MARKET, STRATEGY GAME
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795	BATTLEFORCE V3.6, AN RPG GAME
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BY THE BOOK

Getting your code organised is far from easy. Mat Broomfield consults Kuma's new guides for help...

PROGRAM DESIGN TECHNIQUES FOR THE AMIGA

Program design is one of the most neglected areas of computer programming. Many are for competent programmers who sit down to write, and work things out as they go along. Although it's possible to code in this way, the end results are likely to be disorganised, inefficient, and hard for others to understand. Thus, a knowledge of structured programming is an asset for anyone hoping to create their own programs, whether they're working in Basic, C, 68000 or whatever.

Design Techniques teaches programmers the disciplines and techniques that are necessary for tackling complex programming problems. It's not for the beginner, though, as it tackles such hefty topics including Warnier diagrams and Abstract data types.

Emphasis is placed upon the use of multiple design techniques to overcome programming problems, and for this reason the author, Paul Overaa, does not advocate one as the sole solution to all problems. The book's illustrated with examples of code in C, Basic, 68000 and Pseudo-code, and the latter chapters provide example problems in all languages but Pseudo-code.

For the programmer who wants to improve his skills, this book will provide valuable advice, but be warned; it's not a light read!

VERDICT

Valuable reading for the 'serious' programmer...

EASE OF USE	65%
VALUE FOR MONEY	70%
EFFECTIVENESS	80%
FLEXIBILITY	90%
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This book attempts to unravel the complexities of Intuition, explaining among other things, the system architecture, libraries, and structures. Most of the references and examples are given in C, the language of the Amiga's operating system. On the whole, the book is written in a concise and mildly humorous style, making it quite easy to read or use for reference purposes.

As a reference work, it's fairly competent, and it's fascinating to learn more about how the Amiga works. This seems to be as good a way of learning as any

VERDICT

A good read, and helpful for all languages...

EASE OF USE	90%
VALUE FOR MONEY	75%
EFFECTIVENESS	90%
FLEXIBILITY	80%
INNOVATION	75%
OVERALL	**82%**

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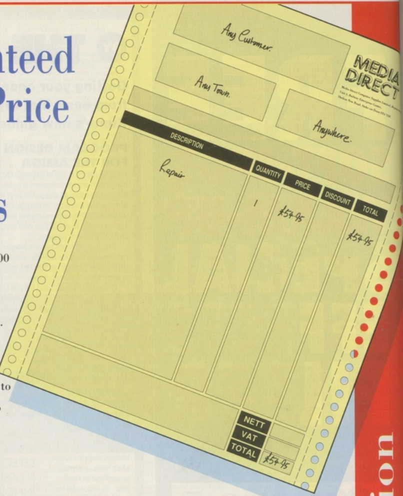

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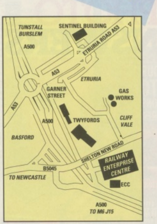

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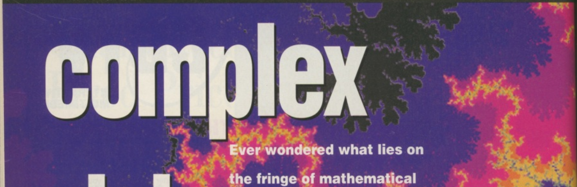


complex visions

Ever wondered what lies on the fringe of mathematical reality? Mathvision maps the areas no other programs go near as Bob Eason finds out.

HIPPY CHIC

MathVision must be amongst the most innovative applications to have been implemented for any computer medium. It is much more than the coming together and enhancement of the many Mandel and Fractal generators that have preceeded it. With support for overscanned, HAM-mode, Mandelbrot set animations and unlimited recursions, it may be the ultimate fractaliser. Yet it is also a powerful picture producer and processor for the artist, or data display tool for the statistician.

The graphical representation of mathematical data must be familiar to everyone who toiled away during their secondary school days over squared paper. More recently this has had an effect on the media where charts are busy plotting the changes in mortgage rates or public political opinion. What is new is the more recent discovery that many areas of mathematics so long considered the domain of sad old men with slide-rules are rich in aesthetic wealth.

It is in the creation and construction of shapes, both as irregularly natural as branching trees, winding rivers or fluffy clouds, or as rigidly restrained as Koch snowflake curves or space-filling Peanos and Hilberts, that the iterating algorithms of fractal-generating programs illustrate the unique attributes of their format. Each segment of a curve is repeatedly replaced by ever smaller copies of the whole curve. To avoid crossing its own path, the resulting fractal traces an infinite length which is nevertheless contained within finite space. The tortuous wiggleyness and irregularity of fractal forms is now increasingly perceived as the only valid description of the world about us for which the language of squares, cubes, circles and spheres was never adequate.

Mathvision allows the user to explore and create, from every conceivable arithmetic function, a window onto the dual area of chaotic maths and fractal dimension. The user can manipulate at will the monsters of the complex plane from Mandel and Julia sets to Biomorphs ressembling primitive life forms or models mimicking magnetism. Alternatively, accept or edit *MathVision*'s examples of fractal seeds, and their recursive iteration and fractalisation into bushes and flowers.

Even for the artist less enthused by the visual realms of chaotic math or fractal dimensions, there remains a limitless range of uniquely amazing images and animation frames. The whole concept of drawing and colouring by numbers, with mathematical functions and formulae, opens a whole new and exciting field of expression. For the more mathematically inclined, *MathVision* provides an attractive medium for the demonstration of scientific priciples or data.

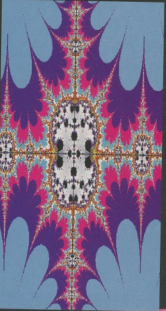
GETTING TO GRIPS

On loading, the program opens onto a default image and the Edit Screen. Whilst the lines of equations may look a little disconcerting to the non-mathematician, the package lends itself well to a gentle path of self-tutoring. Using the topmost Edit screen line, enter one of the simplest functions suggested in the manual: '(X^2 + Y^2)' and *Mathvision* will compile and transform this data into a screenful of colour-cycleable concentric circles. Next, try basic trigonometric functions such as sin(x) or cos(x) to render simple sine waves.

There is always a learning curve with detailed applications of this type, but *Mathvision* is more intuitive than most. The hardened Mandelbrot creator will, for example, find that editing the boundary's rendering algorithm is accomplished with considerable more ease and power from within *MathVision* than from other programs dedicated to this task. Those with programming skills will feel a natural affinity for the nested conditionals found in the recursive code of a fractal curve. The mathematician should have an intuitive feel for the algebraic soup through which lesser mortals must occasionally flounder. Object renderers will best exploit the powerful but tricky plane-tilting Viewpoint option

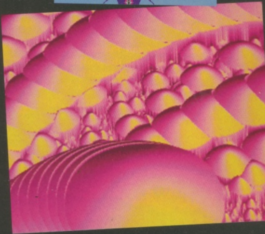
for perspective plot modes.

Expressions and data to be transformed are accepted by *MathVision*'s Edit Screen. A primary function is entered on the uppermost line labelled 'Val:'. This, in turn, may access the other functions FA,FB...FI, typed into the appropriate lines below. The function 'Val:fa * fb',where 'FA:cos(x+y)' and 'FB:sin(x-y)', is a tutorial example of a very simple piece of code that is capable, with minor editing, of producing a wide variety of 3-dimensional perspective landscapes. This capacity for an algorithm of stark simplicity to be transformed into displays of surprising complexity is often encountered when using this program. It reaches its zenith in the Mandelbrot Set boundary curve, infinite in its detail and yet rendered from a basic function of the form 'z <— z^2 + c'. It is this property that excites biologists and philosophers alike, who find analogy in the development of life in its wealth of complexity, from genetic code building blocks of contrasting simplicity.



Returning to the Edit Screen, accessory functions FA and FB perform their operations on the arguments that they address (x and y). Xmin, Xmax, Ymin and Ymax must now be specified to set the dimensions of the image and the result plotted for each point contained therein. As every pixel has its own unique (x,y) coordinates, feeding these numbers through the function 'cos(x + y) , sin(x - y)' must result in a third figure, 'z', for each point. If these z values are now translated into different colours, the plane of pixels contained on the screen will be displayed as a pictorial representation of the numbers it finally contains.

Colour-contour mapping is, of course, the traditional tool by which images of the 'complex plane' are viewed. It is the implementation, inspired or otherwise, of this tricky option which often dictates the difference between artistic masterpiece and broad bands of discordant colour. Although the program does provide a built in – 'best-guess' – contour top/bottom/range facility, user intuition still plays an important role.



The images *Mathvision* produces are certainly more visual than the usual Pie and Barcharts. Unfortunately, you can't actually understand the point they are trying to get across...

MATHVISION

. . . a t   a   g l a n c e

• ARexx support • Interesting concept • Not Really Practical • Takes Ages To Produce Screens • Stunning Effects

PLOTTING

There are three different plot modes available: Simple, Contour and Perspective. Simple mode plots the value, designated 'y', returned by a function, f, acting on a second variable, 'x', as in the example: f(x^2), when values of y are plotted at different heights on the screen. For the statistician, the ability to reference formulae from within formulae, may enable data curves of great complexity from which information remains extractable with comparative ease, using the Analyse tool that returns x and y values for any chosen point on the screen.

Aesthetic graphical display is not necessarily a feature of Simple Plots, for which pure mathematical power is often most important. Whilst I have profited from its display of simple trigonometric functions, I have not yet persuaded it to accept my home-made code designed to track the future course of, say, a mortgage. Although a facility of such power is hardly required to foresee the discouragingly predictable, the author makes a valid link between a business-orientated potential for *MathVision*, and the program's tax deductability!!

THOSE CONTOUR MOMENTS

It is in Contour mode that the aesthetic capabilities really start to shine. However, it is not without a cost. As with all heavy number crunching applications, speed is not one of *MathVision*'s finer points. It is therefore often prudent to obtain a swift preview, displayable on a 80x64 pixel screen, as a typical over-scanned, interlace, medium-depth MandelSet zoom will tie up a plain vanilla A500 for 3-12 hours.

Another interesting and useful feature – rarely encountered elsewhere – is the ability to save, reload and then recommence generation of a long project. Images are saved as PCF (Picture, Colour, Formula). If you're lucky enough to own 32-bit RAM and a double digit processor then you can exploit *MathVision*'s double-precision Math (IEEE) version. Doug Houck makes provision for more modest systems by his inclusion of a 'Divide and Conquer' plotting option that finds large regions of the same iteration depth and uses the blitter to fill them as blocks. This speeds up rendering times greatly and is the routine used in Nico Francois' *MandelBlitz* freeware program.

Zoom magnification is the navigational tool associated with self-similar fractals in general, and the Mandelbrot set in particular. General preservation of main structural elements is usually noted albeit with variation in the more subtle detail at each level. A box zoom menu option (also available in Simple and Perspective plot modes) allows you to explore freely. Itemised under the Global menu, however, is a further Magnification option that invites entry of a percentage by which the current image is to be scaled up or down. Basically, this is a powerful facility to zoom animate with sequential values inserted to plot each frame from the previous image. By combining repeated zooms with 16-bit math precision, It would be possible to dive down through the Mandel boundary to huge scaling depths.

The third mode of plotting – perspective – affords a way of generating background landscapes, and wire-frame models, which would presumably be of interest to the 3D rendering enthusiast. Viewing angles can be altered to get the best line on an interesting landscape.

Shade is one of a drawer full of auxiliary programs that can be called upon once the program is running. Some are resposible for

complex visions

enabling additional macro functions, including Mandel and Mandel68881. Others append additional plotting options, such as Shade and Parametric, or graphic modes including HAM. It is by invocation of the Shade feature that some of the most beautiful displays can be rendered. 'CosineDunes' is, for me, the pick of Doug Houck's pictorial library, representing a desert dune-like shaded landscape generated from a short string of trigonometric functions and easily editable with some interesting results.

In combining Shade mode and the Mandel function, it becomes possible to generate amazing 3-D views of Mandelbrot and JuliaSet zooms. The color strips of conventionally contoured plots are transformed into smoothly curving slopes, sweeping up around precipitous bluffs to reach the mini-mandel lakes placed high on the main plateau. These are the images that acquired celebrity status on the front page of Time magazine and the book covers of "The Beauty of Fractals – Images of Complex Dynamical Systems" by H.O. Peitgen and P.H. Richter.

HOOKED

The other auxiliary plotting utility is that of Parametric – optionally able to replace Contour rather than Perspective mode. In its ability to write to the pixels directly, it supports drawing of the recursively self-substituting fractal curves that we discussed earlier. Good examples are provided, both of mathematically tidy seeds, responsible for Koch snowflakes and Sierpinski triangles, and their more wiggley and natural couterparts, renderable into ferns and bushes.

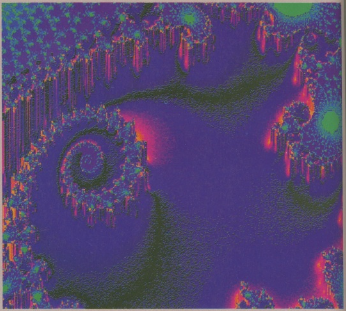
CONCLUSION

Mathvision is one of those programs where you find yourself trying to think of excuses for buying it. It may be the culmination of the greatest revolution in mathematics since computers themselves were invented, but does anyone really need it. Maybe not, but there is still the urge to seek out strange new mathmatical worlds and boldly delve were no keyboard jockey has delved before. It is not a program to be taken lightly and perseverence is necessary before you can really start to enjoy yourself.

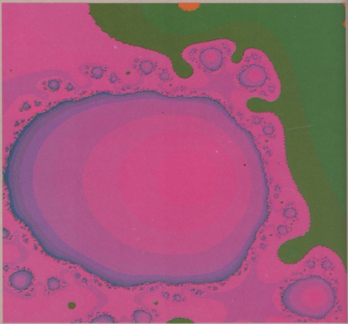
VERDICT

A stunning, but hardly essential, package...

EASE OF USE	68%
VALUE FOR MONEY	86%
EFFECTIVENESS	91%
FLEXIBILITY	88%
INNOVATION	90%
OVERALL	**85%**



AREXX SUPPORT **An important additional property of *MathVision* is that of full ARexx support. It gives much greater power to the user and it requires no special skills to open up the 150kb of ARexx macro files that are incuded on the MathVision disk. 'Makezoom' and 'Plotfiles' are two particularly helpful additions which automate the plotting of, respectively, sequences of zooms or batches of unrelated images. These are then saved to a preformatted disc for viewing after a day's work or a night's sleep!**



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LPD55- SpriteX V1.32- An update to the earlier version and enhanced. AMOS
LPD56- C Text V1.32- An extension for Amos to allow you to use icon based fonts
LPD65- Power Planner V1.0 . A combination appointment planner and name and address database with telephone numbers,512k
LPD68- Virus Buster by Rod Pascoe. Very easy to use Virus Killer with intuitive user interface.Recognises all new Virii as well as the older ones. Has hard drive install programme and full documentation. 512k
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turning japanese

Nihongo o anashimasu ka? Do you speak Japanese?

Read on as Mat Broomfield explores a program which aims to teach you.

EASTERN PROMISE

Japan! Land of high technology and geisha girls, the game show Endurance and raw fish. But there's more to it than that. Japan is a country of great cultural history and tradition, a country which has enriched the world with inventions, ranging from the Walkman to the microchip. If you want to experience that diversity first-hand, what better start than to learn the language?

Audio Gallery Japanese is aimed at elementary-level linguists, and can form a useful aid to other learning systems, or can be used as a stand-alone product.

STARTING

Once loaded, you'll be presented with a menu divided into twenty common subjects, ranging from 'At Home' to 'Professions'. Two pull-down menus also contain a further seven topics.

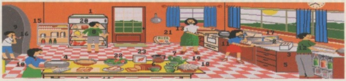
Click on a menu, and the screen switches to one featuring subject-related items. For example, 'At home' shows a picture of a Japanese living room containing thirty-two numbered items, including furniture, people, and objects. The bottom section of the screen contains the translation output window with space for Hepburn, English and Japanese. The latter two are obvious, but Hepburn is the English spelling of Japanese words: for example, inu=dog and udedokei=wristwatch, etc. However, the Japanese text is printed as a formal Japanese ideogram which looks as though an ink-coated Spider has scuttled across the screen.

The program can be used in a number of ways, but the simplest is browse-mode. With this, the user can click on any object in a scene to receive three translations, and hear a digitised voice say the Japanese word for it. The quality of the sampling is generally very good, but there are occasions when they sound rather fuzzy. In addition, the 'R's often sounded like 'L's, making the program sound like Benny Hill – a fault of the language? Hmmm...

All the words can be replayed, but you may prefer to listen to them in order,whereupon the program will repeat a scene's items one by one.

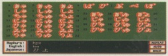
ADDRESS BOOK

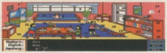
No UK distributor has yet been established yet, nor has a UK price. However, it costs $89.95 (about £50.00) and further details are available from Fairbrothers, 5054 S. 22nd Street, Arlington, VA 22206, USA. Tel: 0101 (703) 820-1954.



Although the graphics are nothing special, but the objects are immediately recognisable and bright and colourful.

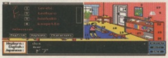
Below: With their Japanese versions shown, the confusing words are spoken to you in digitised sound.





*Above:*To hear the Japanese translation, click on the numbered item. A written translation is also give, along with a Hepburn (phonetic) spelling.

Below: The quiz option tests your skills in the learned areas –including reading Japanese text.



AUDIO GALLERY

. . . a t a g l a n c e

- Japanese language tutor
- Includes sampled speech
- 27 Topics covered
- Useful for absolute beginners

OCHA O KUASAI

When you've learnt the names of everything in a scene, it's quiz time.

A pull-down menu offers a choice between a Topic quiz (referring to items in the current scene), or a Unit quiz (questions about any of the subjects on the current disk). You can then specify whether the quiz should include spoken questions.

There are three sub-types of quiz: English, Hepburn and characters. Each requires the contestant to select an answer of the specified type. For example, if you select 'Characters', you'll be given a word in English, Hepburn and possibly spoken formats, and you must select the relevant Japanese character.

CONCLUSION

Audio Gallery Japanese is a useful educational tool which teaches by rote. The sampled speech provides a unique guide to pronunciation, and whilst it's not going to teach you anything about Japanese grammer, if used in conjunction with, say, a Linguaphone package it could be an essential tool.

VERDICT

Unusual Japanese language tutor

EASE OF USE	100%
VALUE FOR MONEY	75%
EFFECTIVENESS	80%
FLEXIBILITY	50%
INNOVATION	90%
OVERALL	**79%**

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- **FULL STATUS REPORTING**
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- **POWERFUL PICTURE EDITOR**
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NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**
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- **AUTOFIRE MANAGER**
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NEW **IMPROVED RAM EXPANSION SUPPORT.**
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- **DISKCODER**
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NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**
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- **DISK MONITOR**
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NEW **IMPROVED PRINTER SUPPORT -**
including compressed/small character command.

- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
including Mem Watch Points and Trace.

- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

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REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE
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PROGRAMMER'S PITSTOP

Mat Broomfield flicks through the pages of Kuma's beginner's guide to Workbench. Can books aid the would-be programmer more than a manual?

THE LITTLE RED WORKBENCH 1.3 BOOK

Written by Mark Smiddy, this book is designed with the novice in mind. It explores every aspect of the way that Workbench works, and even goes on to assess an assortment of software and hardware extras for the Amiga.

Mark's informal and easy-going style means that even the least experienced reader will be able to follow easily. Beginning with an introduction to the Workbench disk, and how to load it, Mark pays careful attention to detail, ensuring that there can be no ambiguities at any point. Even though the guides seem to cover apparently obvious topics, it guides the user into more complex ideas with ease. As the book moves to more complicated subjects, the main points are clarified using short step-by-step lessons, which are easier to follow than pages of bland text.

Although the content of this book is fairly basic, experienced users will also derive some benefit from Mark's user-friendly and thorough approach.

RED BOOK
. . . at a glance

• Guides you in easily • Excellent for quick reference • Good attention to detail • A little over-priced, perhaps?

ADDRESS BOOK
The Little Red Workbench Book is published by Kuma Computers Ltd and is priced at £14.95. For more info, contact Kuma at 12 Horseshoe Park, Pangborne, Berkshire, RG8 7JW. Tel: 0734 844335.

VERDICT

Easy to read beginner's workbench tutorial...

EASE OF USE	85%
VALUE FOR MONEY	50%
EFFECTIVENESS	80%
FLEXIBILITY	70%
INNOVATION	25%
OVERALL	**62%**

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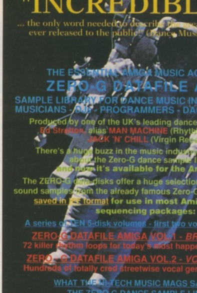

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Following a massive overhaul, Nick Veitch investigates what ASDG's *Art Department Professional V2.0* has in store.

altered imagery

Judge Dredd Copyright 2000AD Comics Group

There will come a time when you want to do more with a picture than load it into *DPaint* and play around with brushes. Maybe you'll want to adjust the colour balance or just make it fuzzy. It isn't easy doing it with *DPaint*, and it isn't accurate – what you need is an image processor. *Art Department Professional* has long been regarded as the leader in this field. Although it loses out to *Pixmate* when it comes to filtering, *ADPro* is the only package available that gives wide-ranging support for 24-bit colour graphics.

Another feature keeping *ADPro* on top of the pile is its excellent ARexx support, enabling the user to write comprehensive macros allowing the computer to get on with the work without having to wait for dithering humans. All the disk options, display, and filter functions can be performed from a script which not only helps with batch processing a large number of images, but can also be of use when several complicated operations must be made for an often-used effect.

PARLEZ-VOUS TARGA?

A picture may be worth a thousand words, but what if they're in the wrong language? *ADPro* comes with a wide range of loading and saving modules. This not only enables it to talk to a number of 24-bit cards but means that graphics created on other machines can be loaded, too. Unlike the Amiga world, where everybody uses a standard file format for graphics, in the Apple and IBM world it's very confusing. TIFF this, PCX that, TARGA the Otter (er, other) – and is that with LZW compression or without?

Never fear, *ADPro* will sort it out. In fact, with the new intelligent Universal loader option, you don't even have to know what type of file it is – if *ADPro* recognises it, it'll be loaded.

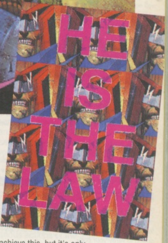
NEW FOR SYSTEM 2

Cosmetically, nothing has changed from earlier versions – but there are hidden depths. Most importantly, *ADPro* now supports the amazing JPEG standard. With the advances in scanning and printing technology, there's a need for very big image files – an A4 image at 12000 dpi isn't going to fit on a floppy.

Slower conventional archiving may only produce saves 30% which is not good if you are dealing with 15Mb files. JPEG gets around this by avoiding storing all of the picture. Using algorithms based on the way the brain actually sees things, some of the information is chucked away. The saving routine allows you to choose just how faithful to the original your JPEG file will be which then effects how small it will go.

There are a few new operators in *V2* as well as updates to the previous set. New is the ability to overlay text (from bitmap or CG fonts) on your artwork, and the Cropping Operator now gives a greyscale preview which makes precise cutting a lot easier.

ADPro has certainly improved over previous versions, but there is still an element lacking. The operators provided give you control over the image only in the very conventional ways. This is fine in the professional production of images prior to output, but one of the great things about art preprocessing packages should be that you can create art from the most humdrum image by a process of filters and operations. *ADPro* can't really achieve this, but it's only a matter of writing the new operators. This is the only flaw in what is an indispensable package for anyone involved in DTP, video, or other graphic work.



AD PRO

. . . *at a glance*

- JPEG support
- Loader and operator updates
- Text overlay
- New 24-bit card support
- Preview mode

VERDICT

A necessity for anyone who needs to manipulate graphics.

EASE OF USE	85%
VALUE FOR MONEY	90%
EFFECTIVENESS	96%
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MESSY SID 2

Fed up with all the hassle of transfering PC files to the Amiga, well now you can do it with ease, Messy Sid 2 can upload as well as download Amiga or PC files back and forth from one machine to the other.

DISK MASTER V3.2

If your having problems with CLI or SHELL then get a copy of Disk Master, it allows you to copy, delete, rename files etc. It's very easy to use, even for a complete novice. Not A500+.

LAND BUILDER V3.2

Land Builder can create amazing looking pictures of Islands and sea etc, you just tell it what sort of view you want, and hit GO.

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If you've got a modem then you should have this disk, it not only contains the best PD communications package available, but a whole host of additional archiving files as well.

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This is the latest version of the excellent D-MOB copier, it's very fast and it couldn't be easier to use. Hundreds of features including Format, Nibble copy, Dos copy+ and the option to verify your copy.

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A great new multi-tasking multiple drive copier, that can backup from 1 drive to upto 3 Destination disks, it features various copy modes including Nibble and Doss copy.

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SPECTRUM EMULATOR V1.2

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Is a great new file compactor which has taken the Amiga by storm, it can crunch files within seconds, thus allowing you to fit alot more information onto your disks.

COMPUTING DIAGNOSTICS

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Dir work is a great new CLI replacement that allows you to copy/rename Delete etc any file without using CLI, simply click on the file you wish to copy select a destination disk, and hit go. Essential for the beginner.

VIRUS CHECKER V6.00

If you want to be sure you don't introduce a virus onto any of your disks then get hold of a copy of this great Virus killer that will run in the back of your workbench, checking any disks thats put in the drive as well as the memory. Version 6 can detect over 150 Viruses, inc file viruses.

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If your sick of the look of your Workbench 1.3, then get a hold of this super disk, it will transform your old workbench into something a bit more upto something a bit more upto date, not only that but it also contains a load of excellent utilities. Not A500+

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Disk in drive DFO: corrupt, read/write erroron DF1: etc, etc you've ever had this sort of message appear when you've inserted one of your disks into your drive, then you'll know how frustrated you can get when you can't get back all you valuable data. Well with fix Disk your problems are over, can repair your currupt disks, and save any savable information, a must for any-one.

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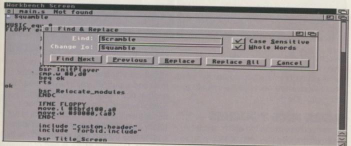
100% Amiga

HiSoft's new assembler

self assembly

Does the world really need another Assembler? John Kennedy ponders this deepest of questions as he muses over HiSoft's 'new look' *Devpac 3* – the sequel.



Find: Scramble
Change To: Squamble
☑ Case Sensitive
☑ Whole Words

```
MUSIC equ 0
FLOPPY e
        bsr InitPlayer
        cmp.w #0,d0
        beq ok
        rts
ok
        bsr Relocate_modules
        ENDC

        IFNE FLOPPY
        move.l #$bfd100,a0
        move.w #$0000,(a0)
        ENDC

        include "custom.header"
        include "forbid.include"

        bsr Title_Screen
```

The editor in action. All requestors have a nice grey Workbench2-ness about them.

YOUR NUMBER'S UP

I've always thought you'd have to be a very strange kind of person to get excited about Assemblers. At their most basic level, they do nothing more than convert strange-looking files of gibberish into even stranger-looking files of gibberish. No sampled sound effects or digitised graphics, just screens of text. This begs the question: does the world really need another one?

Of course it does. Although an Assembler either works or it doesn't, how it goes about its business is of prime importance. Assembly language programming is so incredibly challenging that it can become addictive. If the bug bites you can end up spending hours in front of your computer, so it's vital that the software is as user-friendly and powerful as possible.

Probably because it was the best, *Devpac 2* rapidly became the standard Amiga Assembler, used by professional and amateur programmers alike. There have been many contenders but none have stolen the crown. *Devpac 2* was the best, but it wasn't perfect. It's source editor was dire. Anyone with an ounce of sense used an editor such as *TurboText* or *Cygnus Ed 2*. Users of these looked at the menu options marked ARexx, and knew their time would come. New processors, Amigas, Workbenches and yup, you guessed it, a new version of *Devpac*.

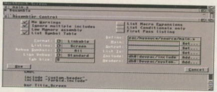
WHAT'S IN THE BOX?

Devpac is more than an assembler – it's an assembly language development system. For your money, you get the Assembler (GenAm), the Editor, a debugger (MonAm) and all the support files you're likely to need (called Includes – more on them later).

GenAm can be invoked directly from CLI with a list of options and the name of your assembly language file, but if you click on the 'Devpac' icon, this loads the Editor and provides full and immediate access to both GenAm and MonAm – far easier than messing about with CLI. After typing in your source, you simply select an option from the menu and – Voila! – your code is assembled, linked, and given an icon. All GenAm's multitudinous features can be be selected from menus within the Editor, so you'll never really need to see the CLI.

ASSEMBLER . . . at a glance

- Latest and best assembler for the Amiga
- New editor
- Supports all Motorola chips
- Runs on everything from an unexpanded A500 to an A3000
- No ARexx!



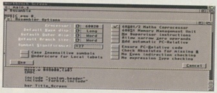
☑ No Warnings
☑ Ignore multiple includes
☐ Low Memory assembly
☑ List Symbol Table
☐ List Macro Expansions
☐ List Conditionals only
☐ First Pass listing
Format: Linkable
Listing: Screen
Debug Symbols: All
Line Debug: Standard
Tab Size: 8
Define: pac/mysouce/source/main.s
Include: dh0:devpac/include
Headers: dh0:Devpac/system.

```
        ENDC

        include "custom.header"
        include "forbid.include"

        bsr Title_Screen
```

The Assembler control screen, available from within the editor. From here, you choose the paths for any files, the format of the final code and whether a listing is to be produced.



Processor: 68020
Default Base disp: Long
Default Outer disp: Word
Default Branch size: Word
Symbol Significance: 127
☐ Case Insensitive symbols
☐ Underscore for Local labels
☑ 68881/2 Maths Coprocessor
☐ 68851 Memory Management Unit
☐ No Supervisor instructions
☐ Allow narrow zero operands
☐ Add automatic PC-Relative
☐ Ensure PC-Relative code
☐ Check Absolutes for missing #
☐ No Even indirection checking
☐ No expression Type checking

```
MUSIC equ 0
        move.w #$0000,(a0)
        ENDC

        include "custom.header"
        include "forbid.include"

        bsr Title_Screen
```

The many Assembler options - please choose your hardware.

INCLUDE FILES To use any of the Operating System routines (such as 'Exec', 'Intuition', and so on) you need a set of files called the 'Include Files'. These provide information to describe the various functions and their data types. Without them, you're completely sunk, and Commodore have decided that if you want them, you must pay. You can either become a registered developer (i.e – pay Commodore) or buy a package which comes with the files as an integral part (i.e – pay someone who has paid Commodore). This is the reason why Public Domain assemblers and compilers are never supplied with the Include files – they're legally obliged not to. *Devpac 3* comes with both Workbench 1.3 and Workbench 2.0 Includes to ensure that your code will run on whatever machine you want it to.

MACRO MAGIC

GenAm supports all the normal directives associated with a good Assembler. Directives are instructions which are not turned into machine code, but control various actions of the assembler itself, and determine everything from how the listing appears when printed, to the choice of processor the code is to be run on.

GenAm is a Macro Assembler, which means that you can define your own assembler mnemonics. Careful use of mnemonics will transform your programming, as it allows you to add your own instructions to the current instruction set. For example, although there is no increment instruction on the 68000, you can write your own: inc MACRO addq. \0 #1,\1 ENDM

Every time you use 'inc.w d0' in your source, the assembler will automatically expands this to 'addq.w #1,d0'. Macros are especially useful on the Amiga, and they can be used to define new data types, rather like

self assembly

the C's STRUCT command. It would have been nice if HiSoft had included more Amiga-specific example macros on disk, as very few programmers make full use of the facilities they offer.

When you think you have finished writing your source, GenAm will perform an optimisation as it assembles, which usually save a few hundred bytes and speed your program up slightly. Bugs permitting, you can run your program without leaving *Devpac* to see if everything is going as it should be.

NEW FOR DEVPAC3

The two big improvements made to *Devpac 3* are the vastly-improved editor and the addition of support for higher members of the Motorola family. The editor has been completely re-written by ex-Rombo bod, Keith Wilson, and strongly adheres to the traditional Amiga style. It now supports multiple files, standard cutting and pasting, sensible keyboard short cuts and user-definable macros. Nice touches also include the facility to choose how to view your multiple files, support for extra fonts and a comprehensive and easy-to-use link with GenAm.

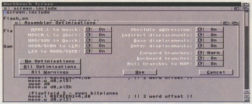
ADDRESS BOOK
HiSoft
The Old School
Bedford
Mk45 5Br

However, the editor does not support folds, a technique for hiding text when it isn't needed. The use of folds make programming easier, and are sorely missed.

In these days of high-powered, low-cost silicon implants, more Amiga owners have 68020s, 030s or even 040s with all the associated maths co-processors (FPUs) and memory management units (MMUs) installed. And, of course, the Amiga 3000 comes with a 68030 as standard. *Devpac* now fully supports these chips, and the new mnemonics needed to use them.

The machine code monitor is as powerful and forbidding as ever, although it has been updated to allow multiple source files and full support for the higher processors. MonAm is an invaluable debugging tool which is yet to be matched.

Devpac 3 will also save files in standard Motorola S-record format. This is a special absolute address code which is useful if you ever need to write code for burning into Eproms. If you do use it, please let us know because we'd like to know what you're up to.



Workbench Screen

screen.include

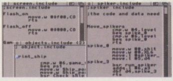
Assembler Optimisations

MOVE.L to Quick: On
MOVEM.L to Short: On
ADD/SUB to Quick: On
ADDA/SUBA to LEA: On
LEA to ADDQ/SUBQ: On
Absolute addressing: On
Indirect displacements: On
Base displacements: On
Outer displacements: On
Forward branches: Warn
Backward branches: On
Null branches to NOP: On

```
;screen.include
Flash_on
Fla
Gam
        move.w d0,pl5l
        swap d0
        move.w d0,pl5h

        ;Playfield 2 - even bitplanes
        move.l #SCREEN2+4,d0          ; !! 2 word offset !!
        move.w d0,pl2l
```

Left: Assembler optimisations. You might think your code is perfect, but Devpac has other ideas.



```
;screen.include
Flash_on
        move.w #$f00,C0
        rts
Flash_off
        move.w #$000,C0
        rts
```

```
; object.include

print_ship
        cmp.w #6,game_
        beq ps1
        move.w Ship_po
        move.w Ship_po
        bsr Check ship
```

```
;spiker include
;the code and data need

Move_spikers
        cmp.w #4,level
        beq spike_0
        cmp.w #6,level
        beq spike_0
        rts
spike_0
        move.w #0,shit
        move.w #0,XL6
        move.l #spiker_
        move.l #5,d4
spike_3
        bsr run_spiker
        addq.l #6,a3
        dbf d4,spike_3
        rts
```

Bottom left: Editor overboggle – how many text files do you really need to see at once? *Devpac* can display more.

Below: MonAm the monitor in operation.

MORE NICE TOUCHES

Other goodies include the ability to pre-assemble Include files, considerably speeding up assembly times. The entire set of Commodore Includes can be treated in this way, saving valuable disk space. For more speed, you can keep the Include files in memory if you require.

Surprisingly, *Devpac* will still run on an unexpanded A500, although with most programming projects it won't be long before the lack of memory becomes a problem. *Devpac* is still novel, though, in that it will run on every Amiga currently in production.

As well as the excellent (but typo prone) manual, HiSoft have included a useful publication called the Pocket Programming Guide. Although my pockets seem to be of the non-programmable variety, the book proves to be extremely useful as it lists every instruction available on the 68000/68010. Until you get to the point where you can recall the entire Motorola instruction set in your sleep, this book will be well thumbed. It's a pity the guide didn't include the remaining 68020/30/40 and 68881/8882/5551 chips as well.

THE BIG MISTAKE

HiSoft have almost spoiled everything, though, by ignoring ARexx. Sigh. By refusing to support this standard protocol, HiSoft are effectively saying 'Our editor front end is perfect, you'll never need another one'. This is simply not true! *TurboText* and *Cygnus Ed 2* are much better than the *Devpac* editor. This is not totally surprising, as they are stand-alone commercial editors, and it's their job to be the best. *Devpac*'s editor is part of a suite of programs and, as such, is unlikely to have as much development time devoted to it. But why hamper the user from enjoying the facilities of *Devpac* from their own favourite editor? Of course it is possible to use GenAm's CLI options from some third-party text editors, but ARexx is the proper way of doing things.

Unlike *CED* or *Turbotext*, *Devpac*'s editor has the annoying habit of occasionally converting source into (harmless) rubbish. It also filled a file full of white blobs during a keyboard macro.

CONCLUSION

It goes without saying that *Devpac 3* will become the new Amiga Assembler standard. It has everything that a 680x0 programmer needs, and more. Unfortunately, when it comes to the Amiga side of things, it's lacking. It needs ARexx, and for this Workbench 2 incarnation not to support it is a crime – and it also needs a Code Profiler to discover bottlenecks in your code. The editor needs a session with MonAm, too. In the end, though, *Devpac 3* is a 680x0 assembler rather than an Amiga-dedicated assembler.

IS ASSEMBLY LANGUAGE REALLY NEEDED ON THE AMIGA?

With near-assembly level languages, such as C, around, you may wonder if anyone actually needs to program in Assembly language these days. Surely, you may say, if I wanted to write a fast game I'd use something like *AMOS*. Why re-invent the wheel?

Good point. But what was *AMOS* written in? Assembly language. There is nothing faster than a good Assembly language program, and there never can be. Even a C program must be converted into machine code in order to be run. By writing a program in code to start with, you can be sure that it won't be topped for size or speed.

Using the official Include files, you can make full use of every Amiga Operating System resource in assembly language. In fact, it's almost as easy to do in code as it is with C - that's not saying much, though. It's more exciting to hit the custom chippery direct.

The Amiga is such a powerful beast of a computer that programming in this way is even more fun. Using machine code means you can really get into the nooks and crannies of all the custom chips. If you think you know your Amiga, you're in for a big surprise. Just get in there, ask the OS to look the other way and then start poking those registers. Programming the Amiga like this is a return to the good old days of C64s and Atari 8-bits. Except of course, that the hardware is infinitely more advanced.

VERDICT

Not perfect, but destined to be the new standard...

EASE OF USE	95%
VALUE FOR MONEY	80%
EFFECTIVENESS	90%
FLEXIBILITY	95%
INNOVATION	70%
OVERALL	**86%**

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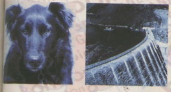

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packin'em in

Space – it's never big enough. Nick Veitch puts the squeeze on *Powerpacker 4.0*, the latest version of the popular cruncher.

CRUNCH TIME

No matter how much online storage you have, it never seems to be enough. Even if you are lucky enough to own a hard disk you will come across the problem soon enough – 20 megabytes isn't a lot when you have a fetish for large sound samples.

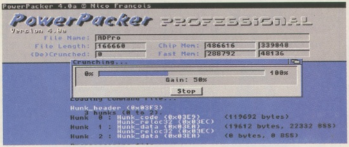
One solution is to archive the files. Good thinking – but then you discover that you actually want to use one of those archived applications. No problem, just unarchive it. Wrong. By now the space you have saved will be filled with all sorts of graphics files and text memos, updated libraries and device handlers for interfacing to a Prime mainframe. There's never going to be enough room to unarchive your application back to its original size. In steps *Powerpacker*. Not only does it compact the files, but even after they have been shrunk by 50%, you can still run them. The secret is in a small header file that unpacks the files as they load into memory.

The *Powerpacker* series has been around for some time and lots of stuff you may find on our disks has been packed in this way. So what's new for version 4.0? For a start it's faster, not a lot faster than V3.0, but you can save a few seconds on a 100k file. Then there's the ARexx support.

ADDRESS BOOK
Powerpacker 4.0 is available at £14.95 from Database Direct, P.O. Box 2, Ellesmere Port, South Wirral, Cheshire L65 3EA.

WHY BOTHER WITH AREXX?

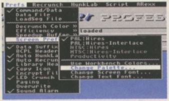
Powerpacker already had a powerful macro scripting function for those tough hard drive optimisations, so what is the added benefit of having another scripting language? Well, for a start you could make intelligent scripts that would search through your disk and crunch all the data files of a particular type. You could set up scripts to run from other packages to automatically crunch data as soon as it was saved. You could also do the reverse.


PowerPacker 4.0a © Nico Francois
PowerPacker PROFESSIONAL
Version 4.0a
Crunching...
Stop

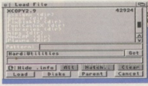
File Name: ADPro
File Length: 166660
(De)Crunched: 0
Chip Mem: 486616 339848
Fast Mem: 288792 48136
0% 100%
Gain: 50%

```
Loading command file...
Hunk_header (0x03F3)
   3 hunks (0 to 2).
Hunk  0 : Hunk_code (0x03E9)       (119692 bytes)
          Hunk_reloc32 (0x03EC)
Hunk  1 : Hunk_data (0x03EA)       (19612 bytes, 22332 BSS)
          Hunk_reloc32 (0x03EC)
Hunk  2 : Hunk_data (0x03EA)       (0 bytes, 0 BSS)
```

Crunching has been improved dramatically by the fuel gauge.


Prefs
Recrunch
HunkLab
Script
ARexx
✓ Command/Data
Data File
LoadSeg File
Decrunch Color »
Efficiency »
Speedup Buffer »
Screen Pref
✓ Data Suffix
BCPL Header
✓ Auto HunkLa
✓ Auto Recrun
Library Hea
✓ Copy Icon
Encrypt Fil
✓ LED Crunch
Paging
Overwrite
✓ Sound Alarm
✓ PAL:Hires
PAL:Hires-Interlace
NTSC:Hires
NTSC:Hires-Interlace
Productivity
Use Workbench Colors...
Change Palette...
Change Screen Font...
Change Text Font...
loaded

Some of the display modes available to lucky WB2 users.


Load File
XCOPY2.9 42924
Pattern:
Hard:Utilities
Get
Hide .info
All
Match...
Clear
Load
Disks
Parent
Cancel

Requesters are now a bit more friendly.

ARexx is democracy for the user – no more being pushed around by applications. If you don't like what you get or you don't want to work the way the programmer intended, you can just write your own.

POWERPACKER
. . . at a glance

• Arexx compatible • Supports other crunchers • Freely distributable support files • WB2 and WB1.3 versions supplied

SUSPECT DEVICE

The new 'loadseg' utility enables you to crunch workbench support files, such as libraries and devices. By adding a simple command to your startup sequence, all workbench programs that need to access these files will be able to use crunched versions instead. This will enable you to pack even more on a bootable workbench disk. You must remember to use 'pploadseg' otherwise you could find yourself in big trouble – it's a good idea to run 'loadseg' before you start crunching library files, just in case something untoward happens.

NEW FOR 2

Workbench 2 owners will also be able to benefit from any screen mode supported by the present display choice – though why you need super productivity mode to crunch a few files is beyond me. *Powerpacker* will also use the new Public Screen structure (which enables applications to open a window on the currently active public screen) and any urgent messages will be sent there.

The new Iconify feature of workbench is also supported, allowing *Powerpacker* to be frozen to a workbench icon at any time (except during the execution of a script). It can then be reactivated by double-clicking on the icon.

CONCLUSION

The *Powerpacker* suite of utilities are an essential purchase for anyone who has ever dreaded the appearance of the notorious 'Disk Full' requester. The professional versions (3.0 and higher) are well worth twice the price considering the increase in speed and the added flexibility over the earlier shareware versions.

VERDICT

Essential for anyone with limited storage space

EASE OF USE	83%
VALUE FOR MONEY	98%
EFFECTIVENESS	86%
FLEXIBILITY	88%
INNOVATION	80%
OVERALL	**87%**

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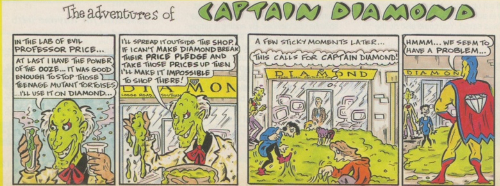
The adventures of CAPTAIN DIAMOND
IN THE LAB OF EVIL PROFESSOR PRICE...
AT LAST I HAVE THE POWER OF THE OOZE... IT WAS GOOD ENOUGH TO STOP THOSE TEENAGE MUTANT TORTOISES ...I'LL USE IT ON DIAMOND...
I'LL SPREAD IT OUTSIDE THE SHOP. IF I CAN'T MAKE DIAMOND BREAK THEIR PRICE PLEDGE AND TAKE THOSE PRICES UP THEN I'LL MAKE IT IMPOSSIBLE TO SHOP THERE!
DIAMON
LODGE ROAD, SOUTHAM
A FEW STICKY MOMENTS LATER...
THIS CALLS FOR CAPTAIN DIAMOND!
DIAMOND
HMMM... WE SEEM TO HAVE A PROBLEM...
DIAMON

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CAPTAIN DIAMOND'S 500 EXTRAS PAGE

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blue pages

Where can you find 32-pages positively crammed full of useful buyer's information, tutorials, comment, charts, and inside information? Right here in the blistering blues, that's where! Kicking off this month's section is our comprehensive **Buyer's Guide**, **page 148** with sixty top-notch products reviewed and rated... For gamesplayers, turn to **page 154** for a review of all the hot titles from the last couple of months... The second part of our in-depth look at how information is stored on floppies and hard drives starts on **page 157**. . . Next up is our ever-popular **Q&A** section on **page 160**, in which resident tech-head, Mat Broomfield, answers all your queries and questions about the Amiga... **Backchat** begins on **page 164** with another round of bickering, back-biting and libel suits and Nick Veitch kicks off a new column devoted to programming on **page 166**. Bringing up the rear is **Inside Information**, on **page 170**, with a comprehensive round-up of every CDTV title currently available. . .

blue pages

buyers guide

Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...

ACTION REPLAY II

Datel Electronics
0782 744707 £59.95/£69.95
(A500/A1500)

Programming the Amiga can be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm*, but your problems don't stop there. With Action Replay II you can examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load games and examine other programmer's code, look through memory, save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. An updated Action Replay II has just appeared, and will be reviewed next issue.

★★★★★

AMIGA GENITIZER

Datel Electronics
0782 744707 £129.99

Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky using the mouse. Now any unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.

★★★★

AMAS 2

Microdeal
0726 68020 £99.95

NEW

Amas 2 is ideal for serious musicians and novices alike. Its MIDI capabilities make it the best in that field, although *Stereo Master*, without the MIDI functions, is better value for money. Apparently, Paula Abdul but used the original on her 'Cold Hearted' video. Depending on your opinion of Miss Abdul's music, that's high praise indeed!

★★★

AMOS

Europress Software
0625 859444 £49.99

There are a number of BASIC programming languages for the Amiga but nothing to top *AMOS*. The icon-driven interface and concise screen display make it a pleasure to work with. *AMOS* incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars seen in *Turrican II* (Rainbow Arts) and *James Pond* (Millennium), and a *Soundtracker/Noisetracker* player. Some of the useful utilities are included with *AMOS* for editing sprites, pictures and animations. *AMOS* runs at such a fast speed that you can produce quality home-grown games.

★★★★

AMOS 3D

Europress Software
0625 859444 £34.99

Almost every Amiga owner has seen solid-3D vector images at some time, either in a demo or in games like *Thunderhawk* (Core Design) and *Jimmy White's Whirlwind Snooker* (Virgin Games). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. *AMOS 3D* is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon-driven and supplied with a comprehensive manual. *AMOS 3D* was written by *Voodoo Software*, the folks behind Electronic Zoo's *Xiphos*.

★★★

AMNUTS VIDEO VIEWER

Licenceware
PD

Any young Steven Spielbergs or George Lucases will be delighted with this useful PD package. It creates scrolling titles using any available Amiga fonts. Although you won't become as good as these the great men over night and E.T. and Star Wars could still be slightly out of reach. A small variety of text wipes and colour fades can be achieved and it's great value.

★★★★

AUDITION 4

HB Marketing/Sunrise
***0753 686000* £49.95**

Audition 4 is a brilliant addition to the sampling stable. Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequencies can be removed with Smooth, and volume can be boosted without distortion with Maximise.Totally clean results are as easily obtainable as those with more oomph.The ability to sample straight to disk and its inherent speed makes it top of the sampling list.

★★★★★

BOOKS

Mastering Amiga Beginners. Bruce Smith Books
0923894355 £19.95

A highly-readable and entertaining introduction to the Amiga. Author Phil South doesn't set out to provide a comprehensive guide to the computer, but points the beginner in the right direction. Some of the many subjects covered are: Fonts, icons, speech synthesis, sound and of course graphics. More complicated topics are also dealt with, but instead of preaching in a condescending manner, South's hints and tips make for a refreshing read.

★★★★

CD-ROM DRIVE

Commodore
0628 770088 £TBA

New kid on the block, CDTV, has been available for ages, and its software support is getting better all the time. Commodore are soon releasing an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350. The latest news is that the drive will be with us by Easter

★★★

COLOUR KIT

System Insight
0707 276913

Near laser print quality and a relatively cheap price tag have made the Canon BJ-10e printer one of the most attractive on the market. Now, thanks to a great idea from System Insight, there's a kit which allows you to produce colour prints superior to rival those on other printers five times the price.The kit is available as refills or cartridges and the full-colour prints from your mono printer, although time consuming, will give the BJ-10e a new lease of life for only £14.95 for two bottles and £39,95 for the complete set.

★★★★★

DELUXE JOY-STICK/MOUSE SWITCHER

R+D **00101 308 745 1234£19.99**

An extremely handy piece of hardware that eradicates the problem of removing the mouse, and wrestling with the port when adding another joystick. This simple device plugs into the hole permanently and alternates between the two with a flick of a switch.

★★★

DELUXE PAINT IV

Electronic Arts **0753 549442**
£89.99

Deluxe Paint IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another, and there's colour mixing to find that perfect shade. If that wasn't enough, you now have access to the gorgeous, 4096 colour, HAM graphics. With all these functions and the ability to switch between screen modes, this is the best art package on the market today. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.

★★★★★

DESKBENCH-PD

17 Bit Software

A very unusual, but highly under-rated utility. Deskbench has been around in one form or another for months, but this souped-up version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. If you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end.

★★★★★

DIGI-VIEW GOLD

NewTek **0753 686000 £149.95**

Digi-view can digitise images in any of the Amiga screen modes. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint.* Very easy to use, just plug it in and away you go. You can't really get a more simple package or achieve more stunning results.

★★★★★

DIRECTOR 2

Right Answers
(0753) 686000

Create professional demos incorporating music, samples, synchronised sound and motion and slideshows all with a single package. *Director 2* offers more effects and options than any other product of its type. Easier to use than *AMOS Basic* and utilising a language that's quick to learn the software only short-coming is its price, £102, but for the serious user there's no substitute.

★★★★

FLEXIDUMP

Care Electronics
(0923) 672102 £39.95

Upgraded version of the colour graphic printing program. Loads of new features, including colour balance for digitised pictures, ink correction, gamma correction, multiple-print facilities (for letterheads, for instance), and lots more. You can even use it to print T-Shirts! Good value and a worthy successor to the popular original – especially when you can upgrade for a mere £11.75.

★★★

GENESIS

Micro Illusions **£ 49.95**
0480 496497

Unlike *Pro Vista*, which requires at least 3 megabytes to run, *Genesis* produces much the same effects on a 1Mb machine. It is capable of creating a fictitious terrain or Digital Elevation Maps based on real locations. The realistic landscapes you create can be edited and viewed from a number of different angles and, compared to *Vista Pro*, it's lightning fast. The user manuals are almost obsolete due to the programs ease of use. *Vista Pro* is still more powerful, but who's got a spare 3Mb to waste on it?

★★★★

HARLEQUIN +

ACS **031 557 4242 £2000+**

NEW

Harelquin + is quite simply the most powerful European 24-bit system in existence, possibly the best in the world. The card allows you to display over 65,000 colours on screen at once in 16-bit mode. Only available for A1500s and upwards, the board is a graphic artists dream, and we could be seeing games using over 16 million colours in the near future. The uses in the graphics department are limitless, from professional photography, touching up pictures to printing commercial posters hundreds of feet wide.

★★★★★

IMPACT SERIES 2

GVP **£ 599/105 meg**

An incredibly fast hard drive (35 times faster than a floppy) that's been specifically designed for the Amiga. It fits nicely into the expansion port at the side of the machine. However, a metal shield has to be inserted beforehand to prevent interference from the drive and bad installation will kill your Amiga.

★★★★

LIGHT PEN

Trojan **(0554)777993**

There can't be many people who enjoy using a mouse, especially artists, so the natural thing to do was to produce a pen-like version of the rolling headache. Trojan's latest addition goes one stage further and actually draws directly onto the screen. Although not compatible with the A500P, the gadget comes with a drawing package for all you lucky A500 owners and is much easier to use than the Amiga mouse. An A500P version is currently in development and we'll tell you when it's ready.

★★★

MASTER SOUND

Microdeal **0726 68020**
£39.95

If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes, you still cannot find that perfect sound, the only thing to do is sample them yourself! Using *Master Sound* there are no limits to the achievable sounds. That racing game you're designing may benefit from some meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Simply record these sounds onto tape, play them into your Amiga via *Master Sound,* then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.

★★★

CLIPSE ART

Is the text inside your Toaster or Imagine presentation looking dull and tired? Graphically Speaking, a Florida-based company, are selling a compilation of new 3D fonts for these two packages. *Video Clipse 3D Fonts Volume One* ($89.95) features four styles which can be fully resized and allows independent control over both the face and side for multi-colour effects. These fonts include upper and lower case letters, numbers and Spanish symbols.

Call 0101 407 626 3447 for more information.

MIDI INTERFACE

Evesham Micros 0386 765500
£19.95

For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying just because it's cheap! You never know, after a couple of days you might hate it!

★★★

MIRACLE PIANO

Mindscape £299
0444 831 761

An advanced electronic keyboard that connects to your Amiga. The package comes as a complete tutorial that will teach you how to be a master. The keyboard can be used as a separate instrument on its own. The keys are velocity sensitive – as with a real piano, the harder you hit them, the loader the noise. Best results are achieved with a hard disk and at least 1Mb of memory. Without these, the disk swapping might get too much for you. However, if you're serious about learning the piano, a hard drive is a recommended purchase. You can't get a better music package than this and although the software is slightly sluggish everything you could want is here.

★★★★★

PAINTJET

Hewlet Packard £999

A high-cost colour printer that puts out at 180 dots per inch. Despite its high resolution it can't cope with solid blocks of colour. Its quiet printing can't compensate for the over-all poor quality of pictures it produces so spend your money elsewhere.

★

PC880B POWER DRIVE

Power Computing
0234 843388 £65

Now that virtually every Amiga title requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.

★★★★★

PEN PAL

Gordon Harwood Computers
0773 836781 £79.95

Much the same as *Wordworth* really. *Pen Pal* has a 100,000 word dictionary, a thorough spell-checker and can input graphics into files. Would-be Shakespeare's can edit up to four pages simultaneously. The package's well-presented 250-page manual is easy to use, and a useful Database package is included in the price.

★★★★★

PERSONAL FINANCE MANAGER

MichTron/Microdeal
0726 68020 • £29.95

A very easy-to-use package that allows you complete control of your money worries within a couple of hours.

IT'S SHOW TIME!

Hardcore musicians in the London area between 24-26 April should visit the third MIDI Music show at Hammersmith's Novotel Hotel. This event should be packed out with incredible instrument innovations, and should also house some of the best bargains in samplers, synths, sequencers, and other useful musical gadgets and goodies.

If you want tickets, then the hotline can be contacted on 081 547 1183 - but get in there soon...

PROFESSIONAL CALC

Silica Shop 081 309 1111 £80

NEW

Pro Calc is the equivalent to the most expensive Casio calculator money can buy. However it's a great deal more than this, and whatever your numerical needs are, it'll be able to handle them. With over 130 pre-calculated functions built in, the program not only sorts out your mathematical headaches, but can put them all onto charts and graphs as well. Gold Disk's program is intuitive and highly professional. Fully icon-driven with such features as 2D and 3D bargraphs, pie charts, calculator and budget planner. With a 30 day full-money-back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.

★★★★★

PRO-RAM PLUS

Datel Electronics 0782 744707
£24.99/£34.99 (with battery back-up)

Normal memory upgrades only extend your computer's FAST memory, but Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade.

★★★

PRO SAMPLER STUDIO II+DATEL JAMMER

Datel Electronics 0782 744707
£69.99

As the Amiga is a stereo machine you should be able to digitally record stereo sounds, *Pro Sampler* is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.

★★★★

RAM MASTER II

Datel Electronics 0782 744707
£99.99

Some application software requires two megabytes of RAM to perform properly, *Ram Master* has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. But be careful as installing the upgrade invalidates the warranty of your machine.

★★★

REAL 3D

Alternative Image 0533 440041 £299

One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. *Real 3D* consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated using an external program.

★★★★★

REFERENCE HARD DRIVE

Evesham Micros 0386 765500
£299/£449

The price of hard drives is continually decreasing, and Evesham Micros have just released the Reference Hard Drive. 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades.

★★★

ROCGEN GENLOCK

Evesham Micros 0386 765500
£114.99

Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software developers, this enables them to watch videos whilst working. This package is easily one of the best, and is simple to use and offers plenty of uncomplicated options.

★★★

ROM SHARER

Pheonix 0532 311 932
£24.95

NEW

The Pheonix Rom sharer enables A500 plus users to switch between 1.3 and 2.0

THINK!

For those of you brimming over with great ideas but no programming ability, help comes in the form of *The Thinker*, from Poor Person Software. This 'Idea Processor' blends hypertext, word processing and more. Poor Person Software is situated at 3721 Starr king Circle, Palo Alto, California 94306, USA. Or phone 0101 415 493 7234.

kickstart Roms, thus eliminating any incompatibility problems. Although Pheonix claim that their gadget is 100% reliable, fitting it to your computer will invalidate its warranty, so be warned.
★★

SIX HUNDRED BUSINESS LETTERS

17 Bit PD Disk 1541
0924 366982

Everyone has to write Christmas cards, and we all know what a chore that can be, so imagine having to do the same with business letters. Well here, compiled on a single disk, are over 600 of the blighters, all pre-formatted to cover every occurrence. From employment applications, legal matters and invoicing to contracts, commiserations and job refusals. The letters will load into almost any word processor – similar disks on the PC cost more than £100. Each letter leaves space for you to insert personal details and for the work load alone, this represents superb value for money.
★★★★★

SOUND ENHANCER

Omega Projects **0925 763946**
£34.99

Helps overcome the deficiencies in the Amiga's frequency response. Computer music and high quality samples are improved to such high quality that you'll wonder how you got on without it. A fraction of the price of others, but better.
★★★★★

STAR SJ-48

Star Micronics **0895 252131**
£179

This is a smart-looking bubble jet printer that delivers almost laser-quality prints. Capable of 360 dots per inch, very quiet and cheap to run. Almost the same as the BJ-10e, so buy the one which is the cheapest.
★★★★

SUPERBASE 4 PRO

Precision Software **081 330 7166 £120**

Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your Aunties and Uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy-to-use program with good screen output on both monitor and TV.
★★★★

S.W.A.G.-4.

Strictly PD

The fastest fractal generation you've ever seen, the disk contains three programs. The problem with most fractal artwork is the lack of speed, but *Mandel Blitz* (first on the disk) uses new algorithms to speed up the process and rather than crawling down the screen one raster line at a time it draws them all over the place and fills in the fine detail later. If this sort of thing gets you off you'll love the sheer power and rest assured you won't find better.
★★★★

TAKE-2

Rombo 0506 414631 **£99.95**

A software-only package that offers video and animation sequencing with four-track graphic control and synchronised sound capabilities. Two of the three disks included contain demo images and sounds which are used to guide you through the trickiest parts of the program. So be warned, this is one manual you'll have to read. A tragic omission is the onion skin feature (the ability to see your previous drawing underneath the one you're working on), but all in all a great package that won't cost the Earth.
★★★★

VIDEO DIGITISER II

Datel Electronics **0782 744707**
£89.99

Capturing video images on the Amiga is now an easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, before digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into *Deluxe Paint*. The RGB Splitter costs an extra £79.99, but it's worth every penny. Whether you're creating games or just compiling favourite pictures for an awesome slide show, check it out.
★★★

VIDEO DIRECTOR

Precision Distribution
081 543 3500 £TBA

This nifty piece of soft/hardware is currently speeding its way over from America as we speak. The software enables you to keep account of where the most important snippets are on a video tape by keying in the tape counter readings on the Amiga. You can then plug in an infa- red lead to the computer that's able to control your video by remote control! Simply bang in the tape and nip down to the pub whilst the machines locate all the relevant clips and piece them together. The editing is very crisp as the machine never has to leave the record mode as in between shots it uses pause. For home video fans it's a must.
★★★★★

VIDEOSCAPE 3D

Centresoft **021 356 3388**

Animation is a famed memory gobbler, but if you don't mind less than colour-perfect 3D representations of objects and want to conserve as much memory as possible, this modelling tool could be for you. Using pseudo-shaded algorithms to generate light and shade, almost the same effects can be achieved as with twice the amount of free memory. A powerful tool that's even better than *Amos 3D* and *3D Construction Kit.*
★★★

WHOM II

PD Soft

Dr Who fans will be rejoicing at the announcement of this PD utility. An entire cross-referenced database covering every aspect of the time-traveller's history. A vast wealth of information giving every conceivable tit-bit of information you could want, taken from every story and episode from the programme's twenty-eight-year run. Did you know that Peter Purves used to be a companion (not to mention bonnie Langford) and that Going Live's Sarah Greene got shot by a Cyberman, you will if you get this. What we want to know is when is the good Doctor coming back to our screens...
★★★★

WORDWORTH

Digita International **0395 270273 £129.99**

Word processing on the Amiga is becoming more and more professional, but this is one of the best packages to date. *Wordworth* allows you to incorporate *Deluxe Paint* pictures into your files and will mould your text around the image. Totally icon-driven, you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.
★★

ZY-FI

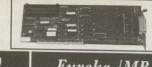
Evesham Micros **0386 765500**
£39.95

If you are still listening to your Amiga's amazing sound through your old TV set, then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs directly into the Amiga's sound ports and amplifies through the supplied speakers.
It makes such a difference to your Amiga's sound output, that you'll be amazed that you ever survived without it. It's decent stereo at last, so check it out.
★★★★

GENLOCK LTD

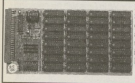
Metcom House, Bradley Lane,
Standish, Wigan, Lancashire, WN6 0XQ
TEL: (0257) 472866/472887 FAX: (0257) 426577

AdSCSJ 2080



Transfer rates of upto 1500K/S. Supports removable drives. Cache buffering. Supports upto 8 megs of simms
52MB 11milli auto part **£349.99**
106MB 11milli auto part **£449.99**

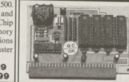
Eureka 4MB Expansion A500



Internal 4MB ram card for Amiga A500. Supports battery backed up clock and calendar. Enable and disable switch. Chip and fast ram upgrades selectable. Memory test software and fitting instructions included. 256K × 4 bit, 100 ns or faster DRAM.

2MB Populated Only £99.99
4MB Populated Only £169.99

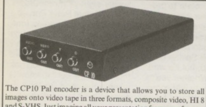
Eureka ½MB Expansion A500



100% Amiga A501 compatible. Easy to install inside the A500. 512K Fast ram. Battery backup real time clock on board. Enable and disable switch. Small 4 chip compact design.

£24.99

CP10 PAL Encoder



The CP10 Pal encoder is a device that allows you to store all images onto video tape in three formats, composite video, HI 8 and S-VHS. Just imagine all your presentation from your favourite graphic software, business graphics, charts and even desktop publishing pages are all acceptable material. With the CP10 you can simply record these onto video tape as you create them without any quality loss. **Only £149.99**

Eureka 8MB Expansion A500

External 8MB ram expansion for Amiga A500. Full implemented auto configuring. Standard 1MB × 8 or IMB × 9 simm modules. External power supply unit included. Memory test software included. Pass through bus design. High performance zero wait-states.

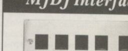
2MB Populated
4MB Populated
6MB Populated
8MB Populated

Call for prices

Amiga Mouse

Switchable Atari and Amiga compatible mouse
260DPI 2 Button Mouse **£14.99**
300DPI 3 Button Mouse **£19.99**

MJDJ Interface

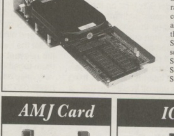


High quality MIDI interface connects directly with the Amiga serial port. One MIDI in, two MIDI out and thru. Only £24.99

Electronic Design Genlock

Built in high performance Phillips pal encoder enable perfect video fades. External colour, contrast and limminance controls allow total control to enhance video input. The built in RGB splitter allows digitised images to be grabbed from camera or recorder and fed through the genlock. Key inverter allows foreground and background to be switched in and out. Full superimposing with keyhole effect. **PAL Genlock £349.99** Also available to support Hi-8, **S-VHS £449.99**

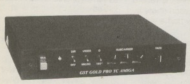
Supra 500XP Hard Drive



High performance SCSI hard drive offering all the features and performance you would expect from a Supra product. Support of upto 9 megabytes of ram. Low profile 11ms zero noise hard drive. Small compact side fitting drive. Performance that leaves all competitors in the dark age. Bus pass through the SCSI out. External SCSI address selector. Superb software with auto format and backup software.

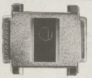
Supra 45MB 20milli auto park **£349.99**
Supra 52MB 11milli auto park **£399.99**
Supra 106MB 11milli auto park **£499.99**

GSJ Gold Pro YC Genlock



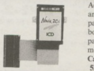
High performance S-VHS genlock with built in fader, key inverter. Studio quality results from a unit that has no competition at its price. Used by the French television studios and gives breathtaking quality at VHS + S-VHS level. Fully modular so that frame freeze and multi colour keying through chroma keys can be added. Total control use the video with colour, contrast and luminance. Built in RGB spliiter. £649.99

AMJ Card



Super-Card Ami II is a hardware and software backup system that plugs into your Amiga's disk drive port. Features include:-
Fast DOS copies: copy in Amiga Dos disk in 45 seconds
Verify option: The only hardware copier capable of verifying data!
Parameters: duplicates disk protection exactly. Gets rid of protections schemes. **£44.99**

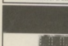
ICD AdIDE A500



AdIDE delivers incredible speed and performance in a very small package. Features include auto-booting from Fast File System partitions, A-Max II support and more.

Card only £169.99 40MB £299.99
52MB £349.99 105MB £449.99

RAM



256K × 4 DRAMS £4.99
1MB × 1 DRAMS £4.99
1MB × 9 Simms £44.99

Internal & External floppy

Direct replacement requires no case modification **£49.99**
External slimine floppy drive **£59.99** Includes free software

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Plea
pe

GAME
3D Pool
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1/2 Meg
1/2 Meg
3D Con
4D Drivi
2 Hot To
Abando
Addams
AirBus.
Air Due
Air Land
Air Sup
Agony *
Altered
Alien St
A.P.B...
Assault
688 Atta
AMOS
AMOS
AMOS
Anothe
Arkanio
Barbari
Bards T
Batman
Batman
Battle C
Beastb
Beach
Board C
Birds C
Big Ru
Black C
Blue M
Blues E
Bonanz
4D Box
Bubble
Budoka
Cabel .
Campa
Castles
Chart A
Chase
Capcon
Captain
Califor
Carrier
Cavada
Cadave
Captive
Centur
Chaos
Chuck
Civilisa
Conan
Contine
Covert
Crazy
Cricket
Cricket
Cruise
Curse
Cyberb
Das Bo
Daley
Defenc
Deutro
Deathb
Death
Demon
Disney
Dizzy
Double
Double
Dragon
ELF ...
Elvira
Epic *
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Face C
F15 St
F16 C
F19 St
Falcon
Fantas
Final F
Final E
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buyers guide

Welcome to the pleasure dome! Sit back, relax and read through the definitive guide to the greatest and latest games available today...

RATINGS

★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

ABANDONED PLACES

***Electronic Zoo* £25.99 RPG**

Hungarian RPG that's low on graphics, but huge in size. Many of the backdrops are used more than once and some of the creatures are laughably bad. However, for all its inadequacies, *Abandoned Places* presents a worthy challenge. There are dozens of towns and quests to embark upon. Unlike most RPGs there isn't a character generator so you're stuck with using the ten adventurers already in the game. If you're a die-hard RPG veteran and after a challenge this game has all the essentials.

★★★

AGONY

***Psygnosis* £25.99 Shoot 'em up**

Agony takes an owl for its main sprite. Don't be put off by this, though, as our feathered friend can dish out more death than the Grim Reaper. The graphics are superb and give the game a Japanese feel. Potions and power-ups abound and can only be retrieved by quick joystick wiggling. Not a classic, but still worth your hard earned pennies.

★★★★

ANOTHER WORLD

***US Gold* £25.99 Arcade/Adventure**

Delphine's original and unprecedented comic book adventure opens up a new style of game play. It's a brilliant mix of animation, puzzling, and arcade shoot 'em up. The game revolves around a research analyst who's been catapulted into another dimension. Surprises at every twist and turn, with little left to the imagination. Gameplay is slightly limited by the skimpiness of the game and the limited number of levels, but it should not be missed. A sequel is almost assured and if not we'll be hammering down the door to find out why not.

★★★★★

BIRDS OF PREY

***Electronic Arts* £34.99 Flight Simulation**

Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Boeing 747 and the Hercules transport craft and based around an East West conflict, *Birds of Prey* is one of the finest flight sims ever. Some of the more manoeuverable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to your various missions before you take over. Great.

★★★★★

BLACK CRYPT

***Electronic Arts* £25.99 RPG**

Huge levels, excellent graphics, atmospheric music and sounds, with all the features you could want. At last, there's an adventure that rivals *Eye Of The Beholder*. Animation leaves a little to be desired and there are only two save game positions. Apart from these bug-bears, though, you can't fault this game in any respect. Constant progression is assured due to the right level of difficulty that's been set. Fabulous! Now, with the imminent release of *Eye Of The Beholder 2*, we'll have to wait and see what US Gold have got to offer. The Battle is on.

★★★★

CAPTIVE

***Mindscape* £24.99 Role Playing Game**

Veteran programmer Tony Crowther's '*Dungeon Master* in space' has an almost infinite number of levels and a bewildering array of collectable gadgetry. Won game of the year in 1990.

★★★★

CHUCK ROCK

***Core Design* £24.99 Platform**

Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!

★★★★

DOUBLE DRAGON 3

***Storm* £24.99 Beat 'em up**

Eagerly-awaited installment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jazzing up the old tale.

★★★

DYNA BLASTER

***Ubisoft* £30.99 Arcade**

A direct conversion from the hugely successful PC Engine game, *Bomber Man*. The ability to have up to five human players on the screen at once is made possible by the special joystick adaptor, include inside the box. The basic idea is to race around the series of 64 mazes, cleansing them of beasties and leaving traps for your opponents in the form of time bombs. A simple idea that's proved to be very addictive. Originally released as a Japanese coin-op, rest assured that there'll be plenty more games of this type being released in the future.

★★★

ELVIRA - THE ARCADE GAME

***Flair* £25.99 Arcade**

Stunning graphics and very effective parallax. If the RPG wasn't to your taste this platform romp very well could be. Three different worlds to explore with an assortment of spells and weapons to use against the wizards, dragons, ghouls and wraiths you'll meet. Only let down by the size of the playing screen and its ease of play. Love her or hate her, *Elvira–the Arcade Game* will appeal to most.

★★★★

EPIC

***Ocean* £25.99 Space Flight Sim**

Wing Commander on the Amiga. After years of delay DID have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage enemy fighters or embark upon eight separate missions. A long time coming, but worth the delay. *Epic 2* is in production.

★★★★★

EYE OF THE BEHOLDER

***SSI/US Gold* £29.99 Role Playing Game**

A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.

★★★★★

F-15 STRIKE EAGLE II

***Microprose* £34.99 Simulation**

Another in the long-line of quality flight-sims from Microprose. Fly hundreds of missions in six war zones around the world, including the Persian Gulf, Vietnam and Central Europe.

★★★★★

F-29 RETALIATOR

***Ocean* £24.99 Simulation**

More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is currently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander*.

★★★★

GRAND PRIX

***Microprose* £34.99 Drive 'em-up**

More hot racing action from the author of the award-winning *Stunt Car Racer*. Realistic, fast-moving and

excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't tire of taking these Formula One buggies out for a spin.
★★★★★

HARLEQUIN

Gremlin £25.99 Platform Shoot 'em up

The first game from developers The Warp Factory. The colourful clown sprite is extremely well-animated and a spooky dark mood presides over the many levels. *Harlequin* draws upon many different gaming styles from *Hunchback* to *Mario* and the strange worlds that he inhabits are as diverse as the colours in a rainbow. Great game-play, involving a kaleidoscope of different and pleasing enemy sprites plus a smoothness in movement that makes the game a joy to play.
★★★★

HEART OF CHINA

Sierra £35.99 Adventure

Graphic adventures don't get much prettier than this. You take the role of an obnoxious loud-mouth American (do they come in any other format?) on a journey across China to rescue your fair lady. Extremely funny dialogue and a great deal of oriental flavour remain in the Amiga version converted from the gob-smacking PC product. A monitor might fail to do the tunes justice, but, rest assured, they are excellent. The only thing that ruins the experience is the limitations in the Amiga's speed and the horrendous disk swapping. Great stuff.
★★★★

HEIMDALL

Core Design £30.99 Arcade Adventure

Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty game-play, too. Starting with a trio of stunning sub-games, which include pig-chasing and axe-throwing, the main bulk of the game is made up of a massive isomtric play area, containing all manner of traps and hazards. By no means the most taxing of RPGs (the puzzles are pretty obvious), it is *Heimdall*'s sheer style and size which sets it apart from the rest. Believe it or not, this is the first gopment team, 8th Day, but this first effort is already hailed as the ultimate in arcade adventures… brilliant!
★★★★★

INDY HEAT

Storm £25.99 Arcade

Worthy, and infinitely better, successor to *Off Road Racer*. Almost identical conversion from the coin-op. The potentially difficult control system has been handled adequately to make this one of the most playable racing games anywhere. Including 10 tracks that can be raced in both directions, providing 20 different courses. Lots of add-ons can be bought and the small sprites are surprisingly effective. Opponent's pit crews can be run over and their cars rammed and reduced to shambling wrecks. Great fun, but even more so with a competent, but slow racing friend. Take a look.
★★★

JOHN MADDEN FOOTBALL

Electronic Arts £25.99 Sports Sim

American Football has never been presented better. *John Madden* provides a wealth of options that you can take or leave, without bogging the player down. The sprites are the perfect size and are complemented by a series of grunts, groans and speech. Different pitch surfaces and conditions add to the event and the realistic play will keep you rushing for hours. Not a very natural transposition from the MegaDrive console, due to its complicated control method, but both teams are in the same boat so fairness is assured. It also makes a nice alternative to Cinemaware's ageing classic, *TV Sports: Football.*
★★★★

KNIGHTMARE

Mindscape £25.99 RPG

Role-playing with a sense of humour. Don't associate it too much with the childish television program as it would be much too hard for the youngsters. Intelligent monsters that can actually be heard coming with tell tale noises best exploited through headphones. The characters are very quick to react to their predicaments and can all be individually programmed to spring into action at a single click of the mouse button. A joy to play and equally addictive.
★★★★★

KNIGHTS OF THE SKY

Microprose £35.99 Flight Sim

Taking the flight sim world back down to the basics. No radar-guided missiles or electronic HUD displays here, just 105 horse power engines and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a bi or tri-plane set in WW1. Probably the fastest sim to date even when there's loads in the sky the ground detail and pace are still retained.
★★★★

LEISURE SUIT LARRY V

Sierra £34.99 Graphic Adventure

The latest addition to the chronicles of the sexist, and some would say sexy, Larry Laffer. The lovable lad is currently working for a cable porn channel, what else? The ratings are falling fast so Mr Big comes up with the idea of a 'Blind Date' style show. The host must locate and bed the sleaziest old boiler in the USA. So, with the names of three contestants firmly under his belt, Larry jets off to find the said heroine. Passionate Patty makes a welcome return to the fun, and serves to keep the plot alive. When all's said and done this is merely a continuation of the saga. There is isn't a great deal to do, and the interaction is limited to the constant clicking of the mouse button to skip through reams of text. It'sstill fun, though, and occasionally funny, but little's new and we get the feeling that Larry's served his time and is on the decline.
★★★

PARASOL STARS

Ocean £25.99 Arcade Platform

A natural successor to the Bub and Bob story. If you thought no sequel could beat *Rainbow Islands* you'd be right. However, *Parasol Stars* is a classic in it's own right. The rainbows have been replaced by umbrellas and the one-player feature has been surpassed with simultaneous action. The colourful presentation and fabulous cutesy sprites are a dream. New gameplay tweaks include being able to pick up monsters and hurl them at each other, water bombs and secret levels. There are so many new features that we can't list them all here. The nice puzzle element complements the heavily disguised shoot 'em up perfectly. Scoring 95% in our full review, it's a must so go out and buy it!
★★★★★

POPULOUS 2

Bullfrog/EA £29.99 Strategy

One of the best games ever released. No kidding. Basically the same play principle as *Populous*, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art game-play and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.
★★★★★

STORM MASTER

Silmarils £29.99 Strategy

Alternative strategy with real depth.The possibilities are almost endless as you take control of an entire country. You must feed, defend, and generally be responsible for every aspect of her welfare. A fascinating game with more twists than are usually associated with this type of thing. There's even a 3D arcade sequence included. But the best accolade you can give a game is that it's fun. *Storm Master* is most definitely that.
★★★★

UTOPIA

Gremlin £29.99 Strategy

Despite a similar look to *Populous*, this is effectively *SimCity* in space. Can you construct the perfect place to live? And even if you can, what about the ever-present threat of an alien invasion? Every game presents a new challenge, and in the later stages, the game really opens up intoa massive space opera. Quite easily Gremlin's best game ever, and a sequel is on the way.
★★★★★

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Doctorin' the disks

We now know that Amigados floppies contain 1760 blocks of data. But what do these blocks contain, how are they arranged, what do they look like and will they be friends with me? In the second installment of our three-stage guide to all things floppy, Nick Veitch delves deeper...

PART 2

First of all, not all blocks are created equally. Just as there is hierarchy and bureaucracy everywhere in life, there is even a certain amount of red tape to be gone through for a poor data block. Essentially, there are seven types of blocks: root blocks, directory blocks, file header blocks, file list blocks, data blocks, bitmap blocks and bitmap extension blocks.

The first two blocks on the disk are known as the Boot blocks. These blocks contain information about whether the disk is bootable (whether the Amiga will be able to start up using that disk rather than Workbench), and also information on the root block. The first word of the first block of the disk (a word is four bytes long) contains the code for what type of format the disk is using. These can be any of the following: DOS0(Original Filing System), DOS1 (Fast Filing system), KICK (Kickstart Disk), NDOS (non-standard disk).

ROOTING AROUND

The root block is probably the most important block of all, and contains essential information regarding the disk's root directory, the name of the disk and a lot of housekeeping information. Let's take a look at that structure in full:

Word 0 – contains the type of block, in this case T.SHORT

Word 1 – is the header. It is unused on the root block

Word 2 – sequence. Again, this is unused in the root block

Word 3 – contains the size of the hash table. This should be 72

Word 4 – the data word. Unused in the root block

Word 5 – The checksum. This contains the word checksum for the block

Words 6-77– These 72 words are set aside for the hash table which contains the directory entries.

Word 78 – is the BMFLAG. This should be true (1), indicating that the bitmap is valid

Words 79-103 – The bitmap.

Word 104 – The bitmap extension. A pointer to an extra bitmap block if required.

Words 105-107 – Three words contain the current date and time

Words 108-115 – the BSTR words contain the name of the volume

Words 116-117 – Unused

Words 118-120 – Three words for the last modification date.

Words 121-123 – contain the disk's format date. This is used to help AmigaDOS tell the difference between two volumes of the same name.

Word 124 – is the chain. Unused in the root block.

Word 125 – Parent. Unused (the root block has no parent)

Word 126 – Extension. Unused

Word 127 – contains the block's secondary type, in this case ST.ROOT

BUT WHAT DOES IT ALL MEAN?

That's probably confused you, so let me explain a bit.

The checksum is the way a disk tells whether something is wrong somewhere. All the words in the block are added up. If this number overflows the maximum value for a word (4292967296) the counter is reset to zero and counting continues. The final sum is subtracted from the maximum and placed in the checksum word. This way at any future time when all the words are added up (including the checksum), the answer should be zero – if not, something is badly wrong.

The hash table contains the directory of the disk. Every filename goes through a filter which returns a value between 1 and 72. This number is used as an index for the hash table. Whenever that file is accessed, the hashing is performed on the name and Amigados immediately knows where to look in the hash table for the relevant information. Each word in the hash table will contain a pointer to a file or directory or a zero if there is nothing associated with that number.

The bitmap is sort of a mini–map of the disk. There is one bit for every block on the disk. A false value (0) indicates that block is empty and, strangely enough, a true value means that it's taken. There may be data from a deleted file in a block flagged as empty but as far as AmigaDOS is concerned that block is empty.

The name of the volume is stored in BSTR format. The first byte contains the length of the name and the rest contain the actual name at one character per byte. This gives a possible 31 characters but filenames should not be more than 30 characters.

THE REST

Other blocks, with the exception of data blocks (which contain mostly data) are very similar to this. A directory block acts like a little root block and a file header is like a directory of blocks that belong to that file.

FFS does away with a lot of the double-checking that goes on and consequently the fileheaders are a lot smaller but, ironically, would work out a bit slower on a floppy drive with more than a couple of directories.

NEXT MONTH

In the final part of this series we'll see how what we've learned can help us to restore data from damaged disks.

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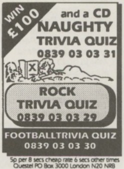
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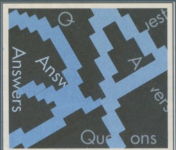

Mat Broomfield is here to answer the questions that lesser men fear to touch!

BOOK HELP

I've recently bought an Amiga 500 Plus, and would like to learn to use it properly. Can you recommend any books to get me started?

Ian R.King, Seymour Hill, N.Ireland

There are a number of excellent beginner's books available, and my personal favourites are Mastering AmigaDOS 1&2, and Mastering Amiga Beginners, which are published by Bruce Smith Books.

Abacus also publishes a very popular range of books covering all aspects of the Amiga, ranging from machine code to Basic. Most good book shops should be able to order these books for you, but if you encounter any problems you can order them from Computer Manuals Ltd, 50 James Rd, Tyseley, Birmingham, B11 2BA. Tel: 021 706 6000.

AMIGA TO PC WILL GO

I'm writing to ask you about transferring files between *Word Perfect* on the Amiga and the same program on the PC.

I own a copy of *Word Perfect 4.2* on my Amiga which works well with my 24-pin Citizen Swift printer, but I'd like to be able to write files at home which can be printed out on the PC's laser printer at work. The PC has *Word Perfect 5.2* installed, and can import files such as DOS text, Spreadsheets, etc.

The Amiga version allows me to output documents as IBM text and IBM Word Perfect files. But if the Amiga saves the text using the IBM export path, the PC cannot read the data because it's on an Amiga formatted disk and is therefore rejected – and vice versa. I've read in the Amiga manual that information can be transferred to IBM disks, but only using a 5.25 inch disk drive. Can you help?

Nicholas Hill, Wootton, Bedfordshire

All you need is a program which enables you to copy files from your Amiga to a PC disk. *MessySID* is ideal, and can be purchased from NBS Public Domain. To use the program, save your text file in IBM *Word Perfect* format on a standard Amiga disk. Using *MessySID*, you can then copy this file onto a standard 720K PC disk, and your IBM will be able to read it. Write to NBS at 1 Chain Lane, Newport, Isle of Wight, PO30 5QA.

CLOCK SETTING

I recently purchased an A500 which came complete with a half megabyte RAM expansion. When I try to set the time on the battery-backed clock, I receive the message 'battery-backed clock not found'. I'm not sure whether this is a hardware fault, or is in some way due to what I'm typing, so please explain the correct sequence of commands required.

Miss L. McKeown, Sowerby, N.Yorks.

The most likely reason for the message is that a clock isn't present. They don't come as standard, and many of the RAM upgrades bundled with A500 packs didn't include one.

The easiest way to check is to have a look at the expansion board itself (found inside the trapdoor slot underneath the computer). A clock is usually a large oblong component about quarter of an inch thick, and roughly the size of two tiddly five pence pieces side by side. As it's the only component remotely this size or shape, it shouldn't be too hard for you to determine if one is present. Assuming your expansion has a clock, though, you should check that it has been fitted correctly. If in doubt, remove it and refit it yourself. The chips should be facing in towards the computer so that they're out of sight.

If this still doesn't help, I suspect that the clock, or the connections linking it to the board, are faulty. The clocks are particularly susceptible to damage, and don't like coming into contact with any metallic objects. If this is the case, remove the RAM upgrade and return it to the shop where you bought it. Having confirmed that you have a working clock, you can set the time with the DATE and SETCLOCK commands. For example: DATE 09-MAR-92 17:52:59 <return> SETCLOCK SAVE <return>

The DATE command will set the date to the 9th of March 1992, and the time to 5.52pm (and 59 seconds). This only sets the system clock, but will be lost when the power is turned off. To store the time in the battery-backed clock, you should follow the DATE command with the SETCLOCK command as indicated.

MUSIC MAKERS

I want to use my new A500 Plus for making music. Are there any programs – PD or commercial – that would enable me to construct a song using 'built-in' drum and bass sounds, without the need for sampling?

I'm a guitarist, so a basic program like this would obviously help when writing songs.

Dave Fox, High Green, Sheffield

Most Amiga music packages allow you to use samples, and are supplied with a selection ready for use. Additional samples can be purchased from most PD libraries for a pound or two per disk. Although my favourite music packages are *MED* and *Deluxe Music Construction Set* (*DMCS*), many Amiga musicians prefer to use a *Sound tracker*-compatible program such as *Protracker*.

Most programs require songs to be entered in a coded form where letters and numbers represent the notes, along with any effects that may be added. *DMCS* allows you to use proper music notation, and is a useful aid if you want to learn to sight-read music. It's available for £69.95 from Electronic Arts, 11-49 Station Road, Langley, Berks, SL3 8YN. The other packages are Public Domain and can be bought from most PD companies.

DESKJET 500/+ DRIVER

I'm writing in response to a question raised by Giles Durys of Belgium in the February issue, in which he asked about the existence of a driver for the HP Deskjet 500. I've read similar enquiries in other magazines, so I thought I'd do my bit to try to clear things up.

In answer to Gile's question, until recently there was no driver for the 500, or it was at least very well hidden. I'd given up my quest for a 500 driver until a few weeks ago one appeared in the on-line PD library at Lancaster University. I down-loaded it from the automated server via JANET E-mail. However, I'm assuming our friend doesn't have access to JANET, INTERNET or similar, so he should try the usual PD libraries.

Incidentally, I think that it's worth pointing out that the Workbench Deskjet driver is more than adequate for use with the Deskjet 500 printer. Most problems arise when you want to access the extra internal fonts such as TimesRoman or Letter Gothic. These cannot be selected through the printer keypad, so you either need a word processor that supports the internal fonts, or knowledge of printer escape sequences. The most comprehensive support I've seen, is offered by *Wordworth 1.1,* which allows you to use all of the printer's internal fonts.

I hope I've been of some help to budding Deskjet users.

Gareth Price, Middlesbrough, Cleveland

LEARN MACHINE CODE

I'm writing to inform your readers about 'The Missionary' disk from A.B.O.T.S. If anyone is learning 68000 machine code, this is the disk for them. Perhaps you could review a disk in a future issue?

Ken Hayes, East Herringthorpe, South Yorks

You can contact A Bit on the Side at 8 Thorold Place, Kirk Sandall, Doncaster. Tel: 0302 887332.

LOADING PROBLEMS

Just lately I've had trouble with my internal drive. With increasing regularity, I'm simply returned to the start screen (the hand holding a disk) after I've inserted a disk. At first, this was not much of a problem, but I recently bought *Prince of Persia* which won't load at all. It loads on my friends' computers, though. Is the disk drive causing the problem, or could it be something else? I've used a head cleaner, but to no avail.

Paul Lamport, South Norwood, London

In all likelihood, your drive heads are out of alignment. They can be realigned using an alignment kit, or get the problem attended to by a computer repair centre. It's also possible that your software is faulty. I've heard a number of complaints regarding *Prince of Persia* as the game apparently requires your drives to be in tip-top condition before it will load.

Also, if the Amiga's power supply is failing, loading problems can be caused. Try borrowing a friend's power supply to test this possibility. If none of these help, I suggest that you get your computer looked at by a professional.

You can contact FMG (Commodore's authorised repair centre), at FMG House, Newcombe Way, Orton Southgate, Peterborough, PE2 0SF. Tel: 0733 371304. Alternatively, you can buy the Ami- head alignment kit from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000. And if the worst comes to the worst, new power supplies are available from Power Computing, Unit 8, Railton Road, Woburn Road Industrial Estate, Kempston, Bedford, MK42 7PN. Tel: 0234 843388.

DIY BOOT BLOCK

I'm interested in writing boot-ups for my own disks. Can you recommend a PD utility or any books on the subject? Although I have utilities which let me create scroll texts, I want to completely write my own boot block.

Paul Lamport, South Norwood, London

There are dozens of PD utilities for creating your own boot tracks, but most offer the same things: add scroll text, pictures, virus checkers and system selectors, for instance. To write your own boot from scratch, you'll either need to learn machine code or C.17 Bit software can supply you with all of the current boot block editors, four of which are contained on disk #1571. Contact them at PO Box 97, Wakefield, WF1 1XX. Tel:0924 366982.

DRIVE NOISE PT. 2

After reading the letter by S. Arkham in the February issue about disk drive noise, I've also noticed games that sound awful when loading on my new A500+. Strangely enough, my friend, who also owns an A500+ seems to have a quieter drive than mine. Have Commodore changed the specifications of their internal drives?

J.Heritage, Haddenham, Aylesbury

Loading noise can be attributed to how well the drives are mounted within the machines, and there does seem to be quite a difference from one Amiga to the next.

PROTECTION PROBLEMS?

With the introduction of new software protection systems, will software become less reliable? I hate the dongle on *Robocop 3.* Do you really have to turn the computer off to plug it and unplug it?

J.Heritage, Haddenham, Aylesbury

Whilst I suspect that it might be OK to remove it with the power turned on (after all, it only sits in the joystick port), I'm not prepared to risk it with my copy, and I wouldn't suggest that you do either.

TO PC OR NOT TO PC?

I've owned an Amiga for three years and use it primarily for flight sims and the odd bit of word processing. Up until six months ago, I was convinced that it offered superior graphics and sound when compared to all the other 'home' computers including the PC. However, things are a little different now with the Super VGA graphics and Sound Blaster cards available for the PC. The Super VGA monitors are composed of much finer pixels and give a better graphic image than the Amiga monitor, and the sound card produces audio which is as

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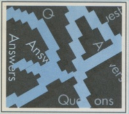


good, if not better than the Amiga.

Is it time to look at crossing over to the PC, or is there anything in the pipeline to upgrade the Amiga and keep it in contention?

Andrew Busst, Gore, New Zealand

I think that the first thing you should do is compare the price of a basic Amiga to any PC offering similar facilities. I think that you'll find the Amiga comes out considerably cheaper.

There are already some very high resolution multisync monitors available for graphically aware Amiga owners. However their price tag (£400-800) makes them prohibitive for games users – who don't require that sort of resolution anyway. Also, the Sound Blaster and Super VGA are either expensive optional extras, or only come as standard on the higher priced machines.

Having said that, I acknowledge the fact that the PC is posing a serious threat to our beloved computer, although the Amiga is now selling in ever-increasing quantities. There are rumours of a number of exciting upgrades, including an Amiga portable, new six-teen-channel sound chips and two new machines (the A600 and A4000?). Also, as 24-bit technology becomes more widespread, who knows what we could be seeing in a year's time. Commodore are not a company to just roll over and surrender to the opposition, so I suspect we'll be seeing some stunning enhancements in the near future.

ANY PROBLEMS?

If you have any questions of a remotely technical nature, we'll do our best to answer them. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

EXTERNAL DRIVE BOOTING

In the February issue, you suggested that a reader fit a boot selector to let him boot from an external drive. A500+ owners may be interested to know that this option is already built into their machine. If you hold down both mouse buttons whilst turning the power on, a boot selection screen appears from which you can choose the boot drive.

Simon White, Stretton, Staffs

LINK VIRUS QUANDARY

I have several disks that I think may be infected with Link viruses. When I put these disks through a virus checker, I'm told that they are non-DOS disks and/or that there is a checksum 880 error. Can file viruses exist on non-DOS disks? If so, how do I check for them?

Darren Clarke, Cowley, Oxford.

File viruses work by attaching themselves to, or replacing, existing Amiga DOS files. Therefore, if there are no Amiga DOS files to link on to, they're not effective. However, it is conceivable that a Link virus could infect a file whilst it was in DOS format. If the file was then converted into a different format, the virus would be impossible to detect by conventional means. In which case, the only possible solution is to convert the files back to their original format and check them.

In the case of games, companies put their games through rigorous virus checks before they are released.

PPSHOW PROBLEM

Having created and compressed a picture that I wanted to display using *Power Packer*, I stored it in the C directory of my disk. I also copied the *PP Show* program into the same directory. I then amended the startup-sequence to include the command: PPSHOW c/mypicture.

Every time I boot up the disk, I get the message 'You Need Power Packer Library V33'. I've looked at other people's disks and I seem to be doing things correctly so what's wrong and what does this message mean?

Simon Marlow, BFPO 25

The problem is caused because you failed to include the special library routine that *PP Show* requires. The Power Packer Library V33 is a file which should reside in the Libs directory of your disk. I think you'll find that once you've copied it there from another disk, everything will work according to plan. If your disk doesn't have a Libs directory, create one first using the MAKEDIR command.

SAVING TO ANOTHER DISK

I've drawn a picture I consider good enough to send into your 'Screen Of The month' competition. The trouble is, the only way that I can save it is to make a back-up copy of my *DPaint* disk and save it on that. Can you tell me how to save my files on to another disk?

Andrew Rawson, Handsworth, Sheffield.

It's surprising how many 'Screen Of The Month' entries are submitted on copies of *DPaint*. Not to worry, though, there's a simple solution to your problem.

1. Prepare an empty disk using the 'format option of Workbench 2, or the 'initialise' menu option on Workbench 1.2 or 1.3.

2. Give the disk a name of your choice, using the Rename menu option from Workbench.

3. Load your art package and draw your picture.

4. When you're ready to save your work, select the 'save' option from the art package's menu.

5. When the save window appears, click on the box marked 'drawer' and delete anything that's in there.

6. Type in the exact name you gave your newly-formatted disk, followed by a colon. For example, if you called the disk PicSaves, you should type PicSaves:

7. When you press return, the Amiga will automatically ask you for the named disk. Insert the disk, and your pictures will now be saved on to that disk when they have been given their file names.

Alternatively, if you are using a second drive, simply put the new formatted disk into the second unit and, when saving out relocacte the pics to DF1. From here, you can then switch between drives at any point. And you can also swap files already saved on to other disks to this disk, too.

That's the lot for another month. Hopefully you've found something useful in this bumper crop of Qs and As. Your tips are always greatly appreciated. If you have a question, solution, or would like to comment upon an issue that's been raised in these pages, please write to Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

BACKCHAT

JOHNNY B-GOOD

I'm a real fan of all things tacky, and those crappy 'Creature Feature' films eat up as many of my spare hours as playing with my Amiga. Thus, I am over the moon to see that Gremlin are releasing *Plan 9 From Outer Space* for my machine. I can now combine both interests in one go, but I hope it doesn't just end there. There are so many bad films out there which are aching for conversion. I think Gremlin have opted wisely for an adventure format with *Plan 9*, but I would love to see arcade games based on The Mummy, The Creature From The Black Lagoon, and The Day The Earth Stood Still. I've already got *Ant Heads*, *It Came From The Desert*, and *Night Hunter*, but these aren't enough. So, after *Plan 9* will I be able to get a decent fix?

Simon Cattrell, Petersfield

It depends on the success of *Plan 9*, but the rumours are that several other films are under consideration. Personally, we'd love to see a giant spider film or a decent version of Jaws – after all, Screen 7's version was complete trash. We'll just have to wait with baited breath (baited... shark... geddit!).

PLAY TO WHINE

I'm writing to complain about the content of your Play To Win section of late. It seems to be almost completely given over to adventures, which alienates thousands of us arcade fans. There was a time when you would give us pages of small tips, but no longer. What's more, decent arcade games, such as *The Simpsons*, are dying to be tipped but you seem to ignore them. So come on Play To Win, play fair and give us arcade fans a treat – a bundle of small tips would be appreciated.

David Reardon, Cambridge

It certainly hasn't been intentional and we apologise for anyone who feels left out, but Play To Win covers current games that we feel people may need help with. Thus, we tend to cover games where we can help directly rather than imply stuff or simply join the screens together willy-nilly. However, your request for small tips is granted, and, rest assured, arcade games will be covered if they warrant it.

OLYMPIXELS

I recently heard that U.S. Gold are going to be releasing an Olympics game. What, I want to know is will Epyx be doing it. I've been a fan of Epyx's 'Games' series ever since I bought a cassette version of *Summer Games* for my C64, and have followed their progress through *Winter Games*, *World Games*, *Summer Games II*, *California Games* and the Winter and Summer Editions. What I like about them is that they genuinely require skill to gain optimum marks, rather than necessitating the continual destruction of joysticks before the Gold medal is achieved. Are Epyx the people behind the game? They certainly ought to be, and their past work with U.S. Gold has raised my hopes massively.

Steven Jessop, Derby

At one point, we heard that U.S. G wouldn't actually be producing an Amiga version, and that the console-only game was in the hands of Tiertex. However, the latest news is that an Amiga version is on the way, but as of yet the developing team hasn't been named. However, it seems pretty unlikely that Epyx will be involved as they seem to be concentrating on PC products these days.

WHATEVER HAPPENED TO INNOVATION?

I'm one of those jaded computer owners, who went from Acorn Atoms, on to BBC Micros, C64s, Spectrums, Amstrads, STs and Amigas, and what I want to know is: whatever happened to innovation. I use my Amiga for everything from Word Processing to games, but I would love to use it for more obscure things. One of my fondest memories is of a Spectrum game called *Surf Champ* (I think), and rather than using the joystick or keys, the player actually had a little plastic surfboard which went over the control keys.

OK, so we still get silly-looking control devices, but all the useful and weird gadgets, like Logo Turtles and the Surfboards seem to have died a death. I know there's only so much you can do through the Amiga's ports but with a little bit of imagination, I'm sure something different could be achieved.

Darren Kennedy, Finchley

MIRROR, MIRROR...

I was really pee'd off to see that Mirrorsoft are no more, as they were one of the few companies who offered a variety of gamestyles. As well as producing really hot arcade games, such as *First Samurai* and *Speedball II*, they could also please the adventuring fraternity with the likes of *Mega-Lo-Mania* and *Legend*. OK, so they produced their fair share of toadies (need I mention both *Turtles* games and *Champion Of The Raj*?) but, on the whole, they were consistently good.

What bothers me, though, is what is going to happen to the likes of *Alien 3*, *Apocalypse*, and Sensible Software's Footy game? *Alien 3* is obviously one of the hottest licences around, and a decent game featuring the acid-blooded creatures is very overdue. I know that Acclaim have bought up what was left of the company, but does this include all their forthcoming releases?

Graham Powell, Southport

Sadly, it looks a bit grim regarding *Alien 3*. From what we hear, Acclaim, although owning the rights to the licence, won't be producing an Amiga game any more. On a brighter note, though, Strangeways' *Apocalypse* now resides with Virgin and is currently being rescheduled, and it's probably likely that Sensible's Soccer will end up there, too. In addition, some of the other RPG-orientated games have gone to Mindscape, whilst it seems that most of the currently available games will be compiled eventually by other companies. UBI Soft, for instance, are apparently, compiling *Mega-Lo-Mania* and *The First Samurai* in a two-game pack for thirty quid.

GOT SOMETHIN' TO SAY? CU AMIGA is the country's fastest-growing magazine, and therefore the premier forum to air your views on anything connected with the Amiga scene. Your comments can make a difference so don't be indifferent, drop us a line today.

I remember seeing a Skateboard device which didn't actually crush your keyboard, but operated via another device linked to the joystick port, but that seems to have gone AWOL. There are still several good items available, such as light pens, etc – but there's only a finite number of ideas which can do the rounds, and these are nigh-on exhausted. Still, we live in hope...

PRINTS CHARMING

Thank you, thank you! For months I have been considering buying a printer for my Amiga, but all those buttons and printer drivers have made this 45 year–old shy away from such things. However, on skimming through your March edition I was thrilled to find an idiot's guide to getting printing. I am now the proud owner of a Canon bubble jet printer and, thanks to your step-by-step piece, it actually works! Thanks very much for explaining what, for me, was a minefield of techno-babble and even more thanks for getting me started – there'll be no stopping me now...

Ian Hinton, Farnborough

BARGAIN HUNTING

In response to the letter in the March issue regarding bargain hunting, personally I save my money for shows. I recently went to the Shopper Show and came away with loads of stuff that I wanted – in fact, twice as much as if I had bought it mail order or from shops or catalogues. It may be a hassle getting monitors and hard drives home on the train (especially on the Underground), but I must have saved over seventy quid on the assortment of games, utilities and other goodies I bought. So if you want to spot a bargain – get to a show. Not only can you buy the stuff cheaper, but the people who make it can often help you, too.

Adrian Kemp, Slough

ARTISTIC LICENCES

It's good to see that, at long last, licences are being treated better. Of late, I have bought *Hudson Hawk*, *The Blues Brothers*, and *Robocop III* and haven't been disappointed with any of them. *Robo III* in particular is excellent, with brilliant music and a real movie atmosphere coupled with a really playable game. Also, although it uses lots of dull game ideas, I must admit to liking *Terminator II* as well. OK, so it doesn't really mirror the film in terms of sprites, but it is still quite playable – especially the driving sections. Hopefully, then, loads more films will be bought up and we won't end up with the *Darkman* or *Godfather* syndrome ever again.

Milton Andrews, Stockport

ASSEMBLY LINE

I'm interested in getting to grips with machine code, and I'm currently searching for a decent assembler program to upgrade from my BASIC language. Can you tell me exactly what the packages do, and which ones are the best?

David Scarp, Inverness

You're in luck. The latest version of HiSoft's *Devpack* assembler has just been released. *Devpack 3.0* is really the only contender for the assembler crown. Try calling HiSoft (0525 718181). Perhaps you may be going in at the deep end, though. Have you ever thought about C. There are a lot of good PD C compilers around and these have full instructions on how they work and what they do on the disk.

STUNT-ED GROWTH

After reading your RIP feature on dead games, I was flicking through back issues of my Amiga mags, looking for games which never made it. One in particular caught my eye, and was called *The Last Stuntman* and was due to be released by CRL. There was only one screen shot with the piece, and it looked like a parachuting game, with the player fighting for a parachute. As CRL are no longer around, I wondered if you knew who held the rights to the game now. It didn't look particularly brilliant, but seemed quite a laugh. Any idea what happened to it?

Mike Dutton, Weymouth

***The Last Stuntman* was supposed to be released in 1990, but for some reason never appeared. The final game was to have featured train fights and other rough'n'tumble antics. However, the parachuting sequence has since emerged on the PD circuit as a stand-alone game. A one or two-player game, the basic aim is to fight your opponent for the one parachute which will save you from an untimely death. It's available from most PD libraries and, like you say, is a real laugh.**

WHY BOTHER?

I've owned an Amiga now since the start of 1990, and if there is one thing that annoys me the most it is Readysoft's continual stream of unplayable games. *Space Ace*, *Dragon's Lair* and its many sequels, they all come and go at fifty quid a shot, and none are worth even a tenth of their ridiculous prices. When I first got my machine, I mistakenly bought *Dragon's Lair* having seen the incredible screenshots in an advert. As I prepared to walk across the bridge and explore the Disney-style play area, I was immediately aware that the game was quite simply an updated multiple choice affair, rather than a 'proper' game. I wasn't to know that the coin-op was the same, and felt very cheated – still, it was a lesson learned.

Now, though, Readysoft seem to churn out more and more of the games, and none have one jot of playability. The reviews all echo the phrases 'nice looking, overpriced, and no gameplay', but they still release them unperturbed. Who buys them, that's what I want to know? By now, people must realise that they are basically paying for a *DPaint* Anim, which can be completed in a matter of hours. I see now that Readysoft are promoting 'enhanced playability' in *Guy Spy*, but I doubt it very much and we'll probably end up with another fancy demo.

Shaun Byrne, Walsall

I agree with you that they aren't exactly the most playable games in the world, and are over-priced, but perhaps people buy them because they really show the Amiga's graphical prowess. You'll never get fully-interactive cartoons on the Amiga, but at least they're trying.

WINTER WONDERLAND

A few years back, my mate had a game called Manhattan something by some French company. It was a beat 'em up which was set around docks and seedy buildings (I think), and I really enjoyed playing it. I'm now trying to get hold of it for my Amiga, have you any idea of what it's called and where I can get one?

Alan Brooke, Wimbledon

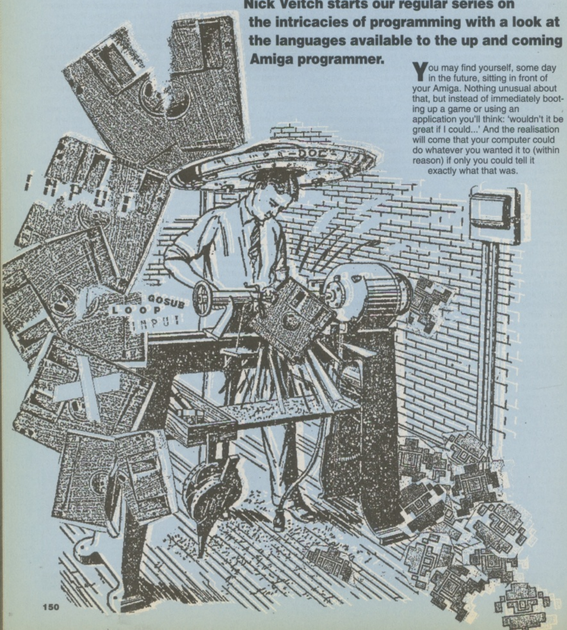
It's called *Manhattan Dealers*, and was one of Silmarils first products released in the UK. Prism Leisure have recently repackaged it as a budget game and it can be picked up from most software retailers for less than a fiver.

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

mind your

Nick Veitch starts our regular series on the intricacies of programming with a look at the languages available to the up and coming Amiga programmer.

You may find yourself, some day in the future, sitting in front of your Amiga. Nothing unusual about that, but instead of immediately booting up a game or using an application you'll think: 'wouldn't it be great if I could...' And the realisation will come that your computer could do whatever you wanted it to (within reason) if only you could tell it exactly what that was.



language...

MY COMPUTER DOESN'T UNDERSTAND ME

The thing about computers is that they are not very smart. They have no common sense and will only do what you have told them. The microprocessor itself can only understand roughly 150 instructions which isn't a great deal. The trick is in combining these instructions together to perform something useful. A robot armed with a felt tip pen and two instructions can draw a square, and programs are basically a list of more complicated instructions which are broken down into simple ones for the computer to understand.

The days of voice-activated intelligent operating systems like Blake 7's ORAC may not be that far off, but for the moment we are stuck with writing code. By code I mean a list of instructions which will tell the computer what to do. To do this, we use a computer language. The language is like an interpreter – the go-between that accepts what the programmer wants and translates it into a form the computer can understand.

COMPILED VS. INTERPRETED

Like everything in life, or so it seems, there are two types of languages. A compiled language is where you write the code, the code is loaded into the compiler, and the compiler produces machine code instructions. This means that you end up with two files: one containing the code you wrote (the source) and one containing the machine code that was produced (the object).

The object code is then linked to produce an executable file, leaving another file to deal with. Obviously, if you make any changes to the source code you will have to compile and link the code again before you can use it.

Rather than convert the program to machine instructions all in one lump, an Interpreter does it a bit at a time. This means that the program will actually execute slightly slower (because the translation process is going on all the time the program is running), but you only ever need to have one file (the source).

This does not mean that every language is either compiled or interpreted, it depends on the version you have. Generally, Interpreters are more user-friendly (and cheaper) but compiled programs execute much faster.

LANGUAGE IS A VIRUS

Edgar Rice Burroughs once laid claim that language is a virus from outer space. This may indeed be true, but, nevertheless, computer languages seem to breed like a virus. There are many different languages and you will find that they tend to adapt better to certain uses. It is important to choose a language that works well for its application before choosing it for ease of use. It's all very well saying you were happy writing in Basic, but try writing a decent fractal generation program in it.

ARREX

ARexx is not really a programming language, it's more a sort of scripting language – a macro code. There has been a lot of talk about ARexx recently because it is bundled with Workbench 2.0, so a lot of people buying the A500 Plus at Christmas now have it.

It is far more useful than the original AmigaBasic it replaced on the Workbench disks, but you couldn't write *Robocop IV* using it. The real power behind ARexx is it's multiprocess communication ability. Everyone knows that the Amiga multitasks – that is, you can run more than one program at once and they will execute simultaneously. This is all very nice but you may as well be running them on separate machines unless they can talk to each other.

This is where ARexx comes in. Utilising the advanced port-handling features of ARexx it can pass instructions from one task to the other. Any application which supports ARexx will have it's own port label so that even if you have between two to twenty tasks running, ARexx will be able to distinguish between them.

Many applications now support ARexx and have a complete list of internal functions which can be accessed remotely by another task. Soon it won't matter what application you are running - because you will be able to run any other application through it via ARexx.

AMOS

AMOS is really a derivative of Basic but has such a following that it is worth mentioning separately. Essentially, it is AmigaBasic done properly with excellent facilities for accessing graphics, sprites, sound, and even AmigaDOS menus and requesters.

Written in France, AMOS has made such an impression on the Amiga community that AMOS programs are now appearing on coverdisks and PD disks all over the place. The original AMOS was an interpreted language but now there is a compiler version and an extended version for beginners, Easy–AMOS is due out very soon.

You will never be able to write exceptional demos in any language other than raw assembler but for ease of use and the speed at which you can achieve results, AMOS must be some kind of front-runner.

ALGOL68

Steer clear of this. One of the first languages ever it has all the panache of a tin of spam and the user-friendliness of a British Rail employee. By rights, this sort of stuff shouldn't be allowed on a machine like the Amiga, but there is a PD version knocking about.

ASSEMBLER

Assembly language or machine code is the language that the processor at the heart of your Amiga uses. This may make it very fast, but it also makes it very difficult to understand. There aren't many people who are fluent in pure binary.

To get around this, assembly language is usually writing in a kind of long-hand form, using slightly easier to understand mnemonics. This code is then compiled by an assembler to pure 68000 machine code. For speed, nothing can beat machine code. Unfortunately, it is also slightly harder to get to grips with than some of the so called 'higher' languages. Structuring? Forget it.

There are a number of assemblers around, including many PD versions.

>

mind your language...

A68k, which is available via the Public Domain, is regarded as the official one but other PD and most commercial offerings are much easier to use. HiSoft's *Devpack* compiler is generally regarded as the best.

C

If any language was destined to be the Amiga's language it's C. Most of the original Operating System was written in C which means that it is incredibly easy to access various parts of AmigaDos from within a C program. Try writing your own routine to read files from a hard disk and you'll see what I mean.

C is very flexible. It follows a modular approach so that code can be generated in chunks and then joined together at the end. This makes planning very easy but can also be quite wasteful. Some of the symbols and structures used in the language can be rather confusing at the best of times, but a well-written C program is quite easy to follow once you get the hang of it.

Most of the complaints levelled at C are to do with speed. No language, however well compiled and optimised, is going to execute as fast as assembler. But it's a hell of a lot faster than AmigaBasic. It's also a lot easier to understand when it comes to making changes at a later date.

There is an update to C, known as C++. In C, the instruction to increment a variable by one is the label of that variable followed by '++'. The idea to upgrade C and then call it C++ is one of the very few examples of a programming joke – come back Benny Hill, all is forgiven...

The update itself does add a degree of power to your programming but is not as transportable to other systems. There are plenty of versions of C around. *Lattice C 5.02* used to be top dog but has fierce competition from *SASC.* There are a lot of PD variants about, some of which are very good. Check out *ManxC* and *Sozban C* in the Public Domain libraries.

Also available on shareware is the rather excellent C manual. Written by Anders Bjerrin (the guy who coded *SYS*, *Car* and *Miniblast*), it is an excellent guide that explains in detail almost every aspect of programming in C on your Amiga.

PASCAL

There are lots of different standards and versions of Pascal about, but very few on the Amiga. Pascal is a very structured language, and a bit verbose in parts. String handling is fairly dire but there is a more logical approach to loops and conditional loops.

HiSoft have a version of Pascal coming out very soon. Look out for a review in these pages.

BASIC

Almost everyone must have heard of Basic (Beginners All-purpose Symbolic Instruction Code). All versions of Workbench before 1.3 were shipped with a special and unique Commodore version of Basic for the Amiga called, cunningly enough, AmigaBasic. Lucky WB2.0 owners got ARexx instead.

Basic is the original language that everyone seems to learn at school. This is not necessarily a good thing. Basic isn't very well structured and, although it may be easy for the complete novice to get to grips with, it doesn't get programmers thinking in a particularly computer sort of way.

There are some good versions of basic around for the Amiga (GFA Basic, for instance) and there are even compilers around, although Basic is traditionally an Interpreter-based language. Basic is good if that's what you know or if you are going to have to learn it for school or college, but if you are starting out there are plenty of other, better languages for you. Because of its idiosyncrasies people who learn Basic have difficulty learning other languages.

MODULA 2

Originally billed as the thinking man's Pascal, not a lot has been done with Modula 2 on the Amiga. At present the only version we have heard about is Public Domain.

In structure, it is very similar to Pascal but has a better way of dealing with groups and lists, which may explain why several versions of *Empire* (a PD strategy game) were written using it.

FORTRAN

Because computers were originally developed to help scientists and statisticians, it is not surprising that one of the first computer languages was designed to perform calculating functions.

Although it has been updated countless times since the late sixties, there is still a flavour of men in lab coats about it. String handling and graphics functions are at a minimum and the symbolic code may look a bit old fashioned, but it's a serviceable old thing and very easy to understand no matter what language you were weaned on.

APL

Residing within the weird and wonderful category, APL is the language for die-hard mathematicians. Unhappy with having to type in standard ASCII characters, APL has its own symbols which perform various strange functions. It's structured around an interactive sort of environment although you can write programs in it - it's just a matter of defining them as functions. APL is not the first choice as a language for developing games but it's without a rival when it comes to using tables and matrices.

LISP

No, it's not a speech impediment, it's short for List processor. LISP is essentially a language for those interested in artificial intelligence. Its superior functions enable easy programming of fuzzy logic and all the elements that go into real AI. We have yet to see an Amiga version, though.

MINIX

Not really a language, MINIX is a junior version of UNIX, the operating system. There is a UNIX-compatible version of the A3000, so it is conceivable that you may wish to develop applications for use on an Amiga running UNIX. MINIX, so far, does not support hard drives, so it's usefulness is limited to the size of your memory expansion and the number of external drives you have connected.

PC EMULATORS

There are many more languages available (and many more versions of the languages discussed here), but a lot of them never made it to the Amiga – either because they were considered too old or too specialised. Virtually every language known to man is available on the PC, so if you have a specific need it may be an idea to get hold of a PC emulator such as the KCS board or the Vortex ATOnce card. This is a bit of a cop-out as you will only be able to develop code for the PC this way. The advantage, though, is that you can develop code on the PC (which has many very professional packages available) and then port it over to the Amiga for use.

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inside information

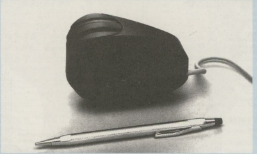
What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

THE MOUSE THAT ROARED

Can the Amiga's mouse ever aspire to total control? Rik Haynes looks at a gadget which certainly seems to think so...

What's the future of that strange-looking thing lying beside your Amiga? According to Gyration, we could be playing around with 'free space' mice within a matter of months. This Californian company has provided gyro technology for a diverse range of applications since 1989. Gyropoint is the newest generation pointing device for computers. It can be operated both on the surface of a desktop or held in mid-air with unlimited range of movement. Either way, it's handled with the same ease as an ordinary mouse. Gyration could have solved the annoying little problems associated with these handy gadgets.

The basic gyroscope design has been with us for nearly two centuries. It is normally used to detect the motion and position of expensive instruments in ships and airplanes. Recent developments have radically reduced the cost of the gyroscope and, consequently, expanded its potential for mass consumer use. What about a shake-free camcorder? Or a remote control unit for your TV with a simplified easy-to-use operation? These are just a couple of the possibilities being explored at Gyration. New gyroscope technology could also have a profound effect on everything from cars and robots to computers and video.



ON THE OTHER HAND...

Users of the CDTV don't have to wait for the Gyropoint, they've got their own alternative rodent to lust after. Airmouse is an optional remote controller for the next generation of multimedia players. It's simple to use because you just point the Airmouse at the next function desired. 'Our approach obsoletes other remote control technologies,' states Jim Richards of Selectech. 'Trackballs are cumbersome, need two hands to operate and require considerable hand-eye coordination. With the Airmouse you just point from anywhere in the room and push one button. No other remote control or cordless mouse technology has achieved the natural and user-friendly feeling of the Airmouse.' Erm, quite!

Gyropoint employs a patented optic technology which allows intuitive cursor control by sensing the natural pointing motions of your hand. It's especially useful for laptop machines.

Perhaps the most remarkable demonstration of the gyroscope's precision came with the Patriot system. This ground-to-air missile found fame during the Gulf War, saving many civilian lives by intercepting and destroying the Iraqi SCUD missiles in midair. Such an amazing feat would not have been possible without the gyroscopes at the heart of the Patriot's guidance system and other precision navigation equipment. Don't try to block an oncoming SCUD with your gyro-mouse, though...

THOSE WERE THE DAYS

THREE YEARS AGO

• *Populous* suddenly arrived and changed the way many players had pigeon-holed and disliked strategy games before. It promptly received a CU Superstar rating of 94% and the quote of 'best game I have played yet on the Amiga' from staff writer Mark Patterson. Despite a slight hiccup with *Flood*, Bullfrog has gone from strength to strength ever since. Is there ever going to be a *Populous III*?

• Budding games writers were enthused by the launch of *SEUCK*, more commonly known as the *Shoot 'Em Up Construction Kit*, from Sensible Software and Palace Software. After a liberal smattering of effort and ingenuity, people with no understanding of programming could produce something along the lines of a budget release. These days, it's been surpassed by the more advanced *AMOS* range of games creation packages from Europress Software. Nevertheless, *SEUCK* is still worth a look, and Gremlin have recently rereleased it on their GBH budget label for less than a tenner.

• British Telecom put its respected entertainment software division up for sale after the bosses decided a shift in the corporate image was urgently required, and games didn't comfortably fit in with fax machines and Maureen Lipman TV adverts. The company that gave us *Elite*, *Carrier Command* and *Starglider II* eventually drifted into the hands of 'Wild' Bill Stealy at Microprose.

TWO YEARS AGO

• One of our spies discovered the Israeli armed forces were using Amigas to train personnel on battleground tactics using custom made simulations of potential flare ups. Wonder if the Iraqi scenario included SCUD-busters and stealth fighters?

• Software publishers were exceptionally busy this month, signing up some top quality licenses including *The Wombles* (Alternative Software), *Total Recall* and *Narc* (Ocean), *Italy 1990* (US Gold) and *Red Phoenix* (Mirrorsoft). We're still waiting to see the latter game, which was based around the best-selling novel by Larry Bond. Will it finally appear courtesy of Acclaim?

• The CU Demos Compo was in full swing with the three knowledgeable judges revealing the work of Amiga artists they most admired. One of the them, Robert Pepperel of video graphics outfit Hardwire, rated Tobias Richter and the classic Walker demo. Pepperel recently tried his hands at a computer game with newcomers Hex. The result, *Top Banana*, was seen on the popular Gamesmaster TV show last month and praised for the trendy sampled soundtrack and a female character taking the leading role for once.

ONE YEAR AGO

• *Thunderhawk*, Core Design's rip-roaring chopper sim, was originally going to be called *Battlehawk*.

• Although our Demo of the Month accolade went to the inspirational Japanese Culture Disk from ADS PD, Softville had an animated space epic worthy of the award-winning graphics seen in Origin's *Wing Commander* for the IBM PC.

• Lucasfilm Games' *Secret Of Monkey Island*, set the pages of CU Amiga ablaze with brilliance. Brimming over with clever gags, intriguing puzzles and gorgeous graphics, this is a must.

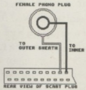
CABLE CORNER

Want to connect your Rombo Digitising Kit up to the Scart socket of your video recorder? Mat Broomfield has all the right connections...

Rombo's Complete Colour Solution (CCS) is widely regarded as one of the best budget-priced digitising set-ups available. It allows the user to digitise single frames or sequences in full colour from a video camera or video recorder.

Linking a video camera is usually a straightforward job as most are equipped with the phono outputs required by CCS. Trouble arises, though, when you try to connect the equipment to a video recorder, as although most newer machines include a phono output, many older machines don't. To get around this, you can make a suitable connector in less than five minutes. And, to make the lead, you'll require a male Scart plug, a female phono plug, a short length of two core wire, a little solder and a soldering iron.

A Scart plug has twenty pins and is commonly used to link video and audio equipment. If you buy blank plugs, the pins are often provided unmounted from the plastic body, allowing you to simply insert the ones you require. This type of Scart plug is ideal and it makes the necessary soldering much easier.



If you open the plug and remove its plastic casing, you'll notice that one corner forms a different angle to the others. Hold the plug so that it faces away from you and so the odd corner is at the bottom right. The two pins will be inserted into the top row at the furthest two positions to the right. If you solder the two lengths of wire to these two pins and insert them into these slots, we can now take a look at the phono connector.

A female phono plug is a circular socket like those found at the back of the Amiga via which the sound is transmitted either to a hi-fi or monitor. It has two points of contact formed by a metal outer sheath and inner core, which are insulated from each other. Also, at the rear of the plug are two tin extensions to which wires can be soldered. The longer of the two is an extension of the outer sheath, the other is part of the plug's core.

Once you've soldered your wires onto the Scart plug, you must connect the phono plug and you're ready to go. Still viewing the Scart plug from behind, the left-hand wire connects to the outer part of the phono plug, whilst the right one connects to the inner core. Once that's done, replace the case on the Scart plug and you're finished.

Ever wanted a complete sound synthesis and processing studio?

Here's your chance. *Synthia II* will allow you to create or modify sample instruments for use with nearly all Amiga music programs. Contact: The Other Guys, 55 North Main Street, Suite 301-D, PO Box H, Logan, Utah 84321, USA.

TOP 100 AMIGA GAMES

★★★★★ supreme ★★★★ excellent ★★★ good ★★ fair ★ dodgy

1 Formula 1 Grand Prix (Microprose) ★★★★★ £34.99
2 First Division Manager (Code Masters) ★★★ £7.99
3 WWF Wrestlemania (Ocean) ★★ £25.99
4 Jimmy White's Whirlwind Snooker (Virgin) ★★★★★ £29.99
5 Scooby Doo And Scrappy Doo (Hitec) ★★ £7.99
6 Birds Of Prey (Electronic Arts) ★★★★★ £34.99
7 Ghouls and Ghosts (Kixx) ★★★★★ £7.99
8 Populous 2 (Electronic Arts) ★★★★★ £29.99
9 Operation Thunderbolt (Hit Squad) ★★★★ £7.99
10 Robocod (Millenium) ★★★★★ £25.99
11 Robocop 3 (Ocean) ★★★ £25.99
12 Lotus Turbo Challenge 2 (Gremlin) ★★★★★ £25.99
13 International Ninja Rabbits (Micro Value) ★ £7.99
14 Heimdall (Core Design) ★★★★★£34.99
15 Wacky Races (Hitec) ★★ £7.99
16 Ultimate Golf (GBH Gold) ★★★ £9.99
17 Robocop (Ocean) ★★★ £7.99
18 World Cricket (Zeppelin) ★★ £7.99
19 Football Crazy Challenge (Krisalis) ★★ £25.99
20 New Zealand Story (Hit Squad) ★★★ £7.99
21 Another World (US Gold) ★★★★★ £25.99
22 Leander (Psygnosis) ★★★★ £25.99
23 Shadow Of The Beast (Sizzlers) ★★★ £7.99
24 Fantasy World Dizzy (Code Masters) ★★ £6.99
25 Lombard RAC Rally (Hit Squad) ★ £7.99
26 Batman – The Movie (Hit Squad) ★★★ £7.99
27 Wolfchild (Core Design) ★★★ £25.99
28 Dizzy Collection (Code Masters) ★★★ £24.99
29 Altered Beast (Hit Squad) ★ £7.99
30 Populous (Star Performers) ★★★★★ £10.99
31 Rick Dangerous (Kixx) ★★★★ £7.99
32 The Untouchables ★★ (Hit Squad) £7.99
33 Abandoned Places (Electronic Zoo) ★★★ £29.99
34 PGA Tour Golf (Electronic Arts) ★★★★★ £25.99
35 Bubble Bobble (Hit Squad) ★★★ £7.99
36 Oh No More Lemmings (Psygnosis) ★★★★ £19.99
37 Paperboy (Encore)★★★★ £7.99
38 Double Dragon 2 (Tronix) ★★ £9.99
39 Alien Breed (Team 17) ★★★★ £24.99
40 Return To Europe (Anco) ★★★ £7.99
41 Pro Boxing (Code Masters) ★★ £7.99
42 First Samurai (Mirrorsoft) ★★★★★ £30.99
43 Microprose Golf (Microprose) ★★★★ £34.99
44 Chase HQ (Hit Squad) ★ £7.99
45 Little Puff (Code Masters) ★ £6.99
46 Manchester United Europe (Hit Squad) ★★★★ £25.99
47 PGA Courses (Electronic Arts)★★★ £14.99
48 Knightmare (Mindscape) ★★★★ £30.99
49 International Ice Hockey (Zeppelin) ★★ £7.99
50 Monkey Island (US Gold) ★★★★★ £29.99
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100 Turrican (Kixx) ★★★★★ £7.99

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TOP TEN GAMES IN THE USA

1 Civilisation (Microprose)
2 Populous 2 (Electronic Arts)
3 Secret Of Monkey Island 2 (Lucasfilm Games)
4 Falcon 3.0 (Spectrum Holobyte)
5 P-38 Lightning (Lucasfilm Games)
6 Elvira II: Jaws of Cerberus (Accolade)
7 SimAnt (Maxis)
8 Eye Of The Beholder II (SSI)
9 Birds Of Prey (Electronic Arts)
10 Legend Of Robin Hood: Conquest Of Longbow (Sierra On-Line)

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April 26th
ALL FORMATS FAIR
Solihull
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May 16th
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ENCYCLOPAEDIA of the CDTV

Is the CDTV really 'nothing short of revolutionary'? And is its software making the most of the machine's potential? CU takes a look at the good, the bad and the ugly...

compiled by
Rik Haynes

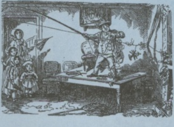
★★★★★ - EXCELLENT ★★★★ - GOOD ★★★ - AVERAGE ★★ - POOR ★ - DIRE

ARTS & LEISURE

Advanced Military Systems
Dominion £29.99
Armchair admirals, pillow pilots and couch corporals rejoice! Over 1,500 photographs accompanied by music and narration reveal everything you've ever wanted to know about the F-117A, Stealth Fighter and other smart weapons. ★★★★

Animals in Motion
On-Line Entertainment £29.99
Photographic pioneer Edward Muybridge must have spent an absolute fortune on Kodak film for all those snapshots in his scrapbook. However, only the most backward artists will see any use in these bogus monochromatic moving images of tigers, monkeys, camels and so on. ★

Animated Colouring Book
Gold Disk £19.99
Hey, it's just like playing with crayons on your TV screen. Hours of pure entertainment can be had from choosing disgusting colour combinations for pictures of dogs, cats, and more. Cheap and cheerful if you're under five years of age. ★★



Cinemabilia
Media Sat Production £tba
An Interactive Dictionary of Film from Italy? Over 30,000 movies are covered along with 15,000 actors and 5,000 directors. Famous films also have high-quality posters and photos of the sets.
Out Soon.

The Family Circus Video Titler
Context Systems £tba
Transform your home videos with fun title screens and comic art. Sound Studio is incorporated to add fanfares, slapstick effects and applause. Can be used with the CD1301 Genlock (£149.99) to mix CDTV images with video from your camcorder.
Out Soon.

Fidofax
Intersearch Systems £tba
Yikes, *Fidofax* gets our vote for craziest CDTV title so far. This 'essential guide to choosing and caring for your dog' comes with 300 full colour photographs, three hours of audio and a canine identification game. You can even hear Rover bark!
Out Soon.

Gardenfax (series)
CDTV Publishing £34.99 each
Range of four discs (Indoor Plants / Garden Plants / Fruit, Vegetables and Herbs / Trees, Shrubs, Roses and Conifers) for budding gardeners everywhere. Unless you frequently use the search facility, a good reference book makes more sense than installing your CDTV system in the potting shed.★★

Women in Motion
On-Line Entertainment £29.99
Fortunately, not a compact disc full of Viz's Fat Slags, but another compilation of classic Edward Muybridge Victorian photographs. Is it art or pornography? Slightly better than Animals in Motion, but will feminists campaign for the release of Men in Motion? ★★

EDUCATION

A Bun for Barney
Multimedia Corporation £34.99
Actor Tom Baker of Dr Who fame provides the narration for this interactive animated storybook aimed at preschool children. Kids can play games, make silly characters do funny things, and listen to songs. Words can be selected to hear how they should be pronounced.
★★★

ENCYCLOPAEDIA of the CDTV

Asterix et Fils Learn French (two discs)

Eurotalk £29.95 each

Over 60 minutes of spoken French from 30 characters, 400 full-colour cartoon drawings and 1500 vocabulary items come on these two discs. Luckily, a complete English translation of the text is also provided. Optional sound digitiser and microphone improves your French accent. Out Soon.

Asterix y Hijo Spanish (two discs)

Eurotalk £tba

Similar to the *Asterix Learn French* product. 'We have produced a language program that is so addictive that even lazy learners will want to use it over and over again,' insists Andrew Ashe of Eurotalk. Out Soon.

Barney Bear Goes to School

Free Spirit Software £29.99

Storytime shows kids how to get ready for school while Schooltime allows them to select and play learning activities including spelling and counting games, recognising shapes and yet another electronic colouring book. Far too American for most tastes. ★★

Barney Bear Goes Camping

Free Spirit Software £29.99

We're quickly becoming totally sick of this brown fur ball and his cute antics. This time unlucky children take a walk in the North American countryside to learn about animals and, wait for it, visit the ranger for some 'nature facts'. Yuk! ★

Cinderella

Discis
£39.99

Original fairy story edited by Greg Guderian. The 'reader' can click on any word in the text or on any item in a picture to see additional information including second language translations in French, German, Italian and Spanish. ★★★

Funschool 3 (two discs)

Europress Software £24.99 each

A refreshing change to see a bit of British product in the growing CDTV educational range. Top quality stuff for under fives or five-to-seven-year-olds. Learning can be fun with animated skill tests in number, shape, and word recognition. ★★★★

Heather Hits Her First Home Run

Discis £34.99

'Discis Books are easy to use and they show a child that learning can be a fun and rewarding experience,' assures a spokesperson for this Ontario-based company. Wonder if we'll spot *Heather Gets Laid* in the future? Hmm, very doubtful. ★

Japan World

Topclass Technology £49.99

Originally developed to enlighten Derbyshire children on Japanese language and culture following Toyota's decision to build a £700 million car assembly plant in the county. Subjects covered range from history and geography to art and travel, sport and food. Shows how this sort of product should be done. ★★★★

LTV English

Jeriko £34.99

A French way to improve your English? You've got to be kidding! A 'cultural approach' to the UK and USA is taken via a series of reports on daily life in London and Los Angeles. Get the idea? No, neither did we. ★

Mind Run I/II

CDTV Publishing £29.99 each

Designed to fine-tune your powers of memory, logic and reflexes. Don't expect that this series of exercises will test your intellectual aptitude any more than watching an episode of The Krypton Factor. ★

Moving Gives Me A Stomach Ache

Discis £34.99

There are presently ten titles available for the CDTV from Discis, this one is another case of 'fine-if-you-like-that-sort-of-thing.' If only these electronic books didn't look and sound so American… ★★

Mud Puddle

Discis £34.99

Author Robert Munsch strikes back! This time, Jule Ann tries to escape from the mud puddle that is chasing her. She has to find a way to outsmart this dirty son of a ditch. For children of six and older. ★

My Paint

Saddleback Graphics £29.99

Complete electronic colouring book with over 100 pictures to play with. Each is accompanied by sounds and animated symbols for the painting tools, and some of the drawings teach the alphabet and reading skills. Kids aged between three and nine years of age should have some laughs. ★★★

North Polar Expedition

Virgin Games £29.99

Snowbound role-playing adventure for groups of five to ten people. Simulates a journey to the pole with pictures and sounds from real Arctic expeditions. Can you make it to safety before the ice-pack begins to break up? ★★★

The Paperbag Princess

Discis £34.99

Robert Munsch gives your child another dose of traditional fairy tale fare served up in unique Discis fashion. The twist? Our feisty princess heroine must rescue an idle prince from the nasty dragon. Will they live happily ever after? ★★

Scary Poems For Rotten Kids

Discis £39.99

Youngsters are supposed to enjoy the Discis electronic books because they are enhanced by a variety of real voices, music and sound effects. *Scary Poems For Rotten Kids*, for instance, contains a blood-curdling scream at appropriate points in the verse. ★★★

The Tale of Peter Rabbit

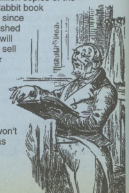
Discis £39.99

These Discis Books are a bit hard to read at bedtime – or are they? The accompanying narration can be tweaked with variable pauses between phrases. More than 15 million copies of the original Peter Rabbit book have been sold since it was first published back in 1902 – will this CD version sell as many? ★★★

Thomas' Snowsuit

Discis £34.99

Hurrah, the return of Mr Munsch. Why won't naughty Thomas put his dreamy



snowsuit on? Can his Mother, Teacher and Principal make him wrap up warm for those cold winter months ahead? Who cares anyway? Not us, that's for sure. ★

ENTERTAINMENT

All Dogs go to Heaven

Merit Software £34.99

Help! It's another colouring book repackaged as a 'Talking Electric Crayon'. Based around the Sullivan Bluth animated feature film, telling the story of a streetwise German Shepherd. A bit of a flop, just like the original movie. ★

Battlestorm

Titus £29.99

Why has the Paris games publisher bothered to release this pathetic shoot 'em up onto the CDTV? And, more importantly, how many copies have been sold? This is really second-rate stuff so save your cash for something better. ★

Case Of The Cautious Condor

Tiger Media £34.99

Award-winning murder mystery thriller that doesn't boast a fortune in digitised graphics. You have a mere 30 minutes to solve the crime by interviewing the passengers and crew on a luxury thirties flying ship. Contains three hours of CD-audio and more than 700 originally-drawn colour pictures. ★★★★

Classic Board Games

Merit Software £34.99

There are far superior versions of Chess, Draughts and Backgammon available on the PD circuit. Trouble is, you'll need an additional CD1220 keyboard (£49.99), CD1252 mouse (£49.99) and CD1411 floppy disk drive (£99.99) to enjoy them! ★

Defender Of The Crown II

DTV Publishing £29.99

Commodore has decided to produce an extended and improved version of this classic Amiga game from the now-defunct Cinemaware. The original artist, Jim Sachs, has reprogrammed the entire title and introduced extra gameplay features, graphics, voice-over and animated sequences. Out Soon.

Dinosaurs for Hire

Wright Systems £16.99

Nobody seems to know much about *Dinosaurs For Hire* or its developer, Wright Systems, but at least this 'edutainment' title is cheap. Could be worth a look if fossils are your thing. Out Soon.

Battle Chess

Interplay £44.99

First seen on the Amiga, this action translation of the classic boardgame has some stunning enhancements over its predecessor. For starters, there's a 35 minute tutorial combining over 9,000 frames of animation, sampled speech and a professionally-composed music score. This 'mini movie' brings the history and rules of chess to life. The text was researched by a TV script writer who managed to discover a little known fact that the Queen couldn't move around the board in ancient times. Interplay has also inserted more animated graphics and sound effects inside the game itself. Some of the combat sequences have been reworked but the humour remains intact. If you've never played this interpretation, each piece can actually walk around the chess board and destroy their opposition in spectacular fashion. Battlechess features 10 levels of play and an opening library of 30,000 moves. Take a look at the asking price, though. Ouch! *****

European Space Simulation

Coktel Vision £34.99

It has taken this Paris-based company over two years to bring the CD adaption of *ESS* to our screens. The game is basically a resource management affair where space shuttles and orbiting stations can be organised to your heart's content. ★★

Falcon

Spectrum Holobyte £49.99

Fifty quid for a combat flight simulation converted over from the Amiga is a rip-off, right? On a positive note, *Falcon* puts the audio and video facilities of the CDTV to good use. Mission briefings come with footage and spoken descriptions of the aircraft, flight procedures and scenario. During the game, you can hear verbal instructions from the control tower and pilots speaking to one another. ★★★★★

Future Wars

Delphine Software £34.99

This premier 'Cinematique' graphic adventure captured the imagination of players in Europe, USA and Japan. Can you prevent the alien storm troopers from taking over the world? Many believe *Future Wars* holds more substance than, say, *Operation Stealth* or *Cruise For A Corpse*. Highly recommended. ★★★★

Herewith the Clues

Domark £29.99

Based on the famous murder mystery novel by Dennis Wheatley, who just happens to be a relative of the boss of Domark. It's rather like those practical 'hands on' history projects at school, where you have to piece together assorted photographs, letters, records and other clues. Exhibits displayed as ray-traced 3D objects in HAM mode and CD-quality incidental music help to spruce the product up. Out Soon.

The Hound of the Baskervilles

On-Line Entertainment £29.99

Interactive interpretation of Conan Doyle's classic detective story featuring Sherlock Holmes and his trusty pal Dr Watson. Similar in nature to *Herewith The Clues* with plenty of journals, newspaper cuttings and police reports to sift through. Fine until you've played it a couple of times. ★★

Indiana Jones and the Last Crusade

CDTV Publishing £34.99

Lucasfilm Games' brilliant graphic adventure based, naturally enough, on the third Indy movie is further enhanced by the thrilling John Williams music score coming straight off the compact disc. The game designers worked from the original script, set designs, effect sequences and props of the blockbusting Stephen Spielberg/George Lucas film. Great stuff. ★★★★

Lemmings

Psygnosis £34.99

Considering this game comes 'free' with the CDTV, none of the superior hardware capabilities of your new machine have been put to any decent effect. Despite this oversight, you won't find a better arcade puzzle game on the machine as this is just as addictive and just the same as the game that originally appeared on the Amiga. ★★★★★

Many Roads to Murder

CDTV Publishing £29.99

There certainly seems to be a lot of murder mysteries to solve on the CDTV. Is this Commodore device selling in large numbers to the police force or private dicks? Like the real thing, this outing is best avoided. ★

Murder Anyone?

CDTV Publishing £29.99

Like we said before, you can have too much of a good thing. Sadly, *Murder Anyone?* doesn't even qualify for that compliment. Is the victim's spinster sister keeping any secrets from you? What about that shifty playboy brother of his? The trick is in staying awake long enough to find out. ★

ENCYCLOPAEDIA *of the* CDTV

Murder Makes Strange Bedfellows

Tiger Media £34.99

Sequel to *Case Of The Cautious Condor* with even more characters to meet and plot twists to explore. Remember *Aztec Challenge* and *Forbidden Forest* on the C64? Their creator Paul Norman now provides the extensive sound support for all Tiger Media games. Out Soon.

A Night at the Races

Context Systems £29.99

Experience a few thrills of the racing track as a rich owner or betting punter. Sorry, even that strange bloke from Channel Four Racing is more entertaining than this effort. What exactly is the point of *A Night at the Races*? ★

Ninja High School Comix

Wright Systems £16.99

It's that mysterious Wright Systems again. How does this outfit make a profit from making the cheapest CDTV software available? Like *Dinosaurs For Hire*, this product really should to be placed in the Arts & Leisure category. Top marks for a truly awful name. Out Soon.

Prehistorik

Titus £34.99

Not exactly in the same league as Core's *Chuck Rock*, *Prehistorik* is another crazy caveman caper with 30 levels populated by icy lands, jungles, spring boards, clubs and unfriendly Chimp-a-gogo creatures. ★★

Psycho Killer

On-Line Entertainment £29.99

Employing the Jeremy Beadle method of creating a CDTV game, Fergus McNeill and some friends took a trip out to the countryside with a camcorder and came back with an interactive shocker movie. *Psycho Killer* could have been better. A sequel is currently in production, let us hope they've learnt from their mistakes. ★

The Return of Medusa

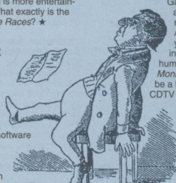
Starbyte £tba

Remember Virgin's *Rolling Ronny*? Starbyte were the chaps that produced it. *The Return Of Medusa* is a fantasy adventure from the same team. Out Soon.

Secret Of Monkey Island

CDTV Publishing £34.99

The floppy-based *Monkey Island* duo of graphic adventures from Lucasfilm Games in the states are seen as the pinnacle of their genre. A swash-buckling yarn brimming over in outrageous humour, the first *Monkey Island* is sure to be a hit among the CDTV fraternity. ★★★★★



Spirit Of Excalibur

Virgin Games £34.99

Cross between a fantasy role-playing adventure and arcade game, *Spirit Of Excalibur* brings 2.5 megabytes of graphics and orchestrated music and sampled speech. Out Soon.

Super Games Pak

Oddysey £29.99

Relive the 'golden age' of arcade gaming with *Jailbreak*, *Byteman* and *Deathbots*. What the heck is this doing on Compact Disc format? ★

Town With No Name

On-Line Entertainment £29.99

Inspired by the ageless Spaghetti Western movies starring Clint Eastwood and his Axminster rug, *Town With No Name* is another CDTV title put together with the Desktop Video authoring system by On-Line Entertainment. ★★

Jack Nicklaus Golf – CDTV

Accolade £39.99

Realism is the key word for this sizzling sports simulation. Over 30 photographers and technicians painstakingly walked across every inch of Murfield Village Golf Club in Ohio, USA. The 9,000 digitised stills they took of this infamous golf course have been rendered as HAM screens and overlaid with 16-colour sprite animations of the golfers. Accolade is also using actual photographs of Jack Nicklaus in action. An original digital musical soundtrack and over 20 sampled sound effects add atmosphere. Hear dogs bark and leaves rustle in the trees as you go for that final putt on the 18th hole. Keep an eye and ear ready for it.
Out Soon.

Tiebreak Tennis

Starbyte £tba

Can this relatively unknown German software developer compete against the might of *Pro Tennis Tour II* from Ubisoft? We'll have to wait and see. Out Soon.

Trivial Pursuit

Domark £34.99

Domark's multimedia extravaganza has been brought to life with an injection of over 2,000 questions, stereo sound effects and music, cartoon animations, digitised pictures and voice-overs from popular actors. Good choice for the family. ★★★★

Ultimate Basketball

Context Systems £29.99

Below par simulation of this engrossing indoor sport. A halftime show with female cheerleaders goes to show that sexism among programmers is still rife. ★★

Wrath of the Demon

Readysoft £29.99

A hack 'em up with over 3Mb of graphics data, 600 screens of action, more than 100 monsters and 1,400 frames of animation. *Wrath Of The Demon* for the CDTV isn't radically different from its computer cousin. Players go on a quest, through swamps and temples, to destroy an evil Demon and rescue the princess. Aaargh! ★★★★

Xenon II: Megablast

The Bitmap Brothers £29.99

Probably the closest Betty Boo and S' Express will ever come to a video game. This respected blaster has been customised with music, digitised pictures and biographies from various Rhythm King artists. The original Bomb the Bass Megablast soundtrack has been remixed using Roland Sound Space (RSS) for 3D 'surround sound' effects from any ordinary stereo source. Isn't it about time The Bitmap Brothers got stuck into *Xenon III*? You betcha. ★★★★★

MUSIC

CD Remix II

Microdeal £29.99

Ever wanted to make a personal remix of your favourite CD single? With *CD Remix Version 2*, you can jump around a track and overlay any of the 600 sound effects, speech or drum beats that are included. Limitless larks. ★★★★

Karaoke Hits I/II

Music Sales £16.99 each

Get into the Japanese singing craze without embarrassing yourself in front of the locals at The King's Head. All the

Sherlock Holmes, Consulting Detective

ICOM Simulations £39.99

Something of a breakthrough in CD-ROM games, Sherlock Holmes is already a success on other platforms like the NEC PC Engine console and Fujitsu FM Towns in Japan. ICOM Simulations has managed to squeeze over 90 minutes of full motion video into this jaunt of interactive investigation. To solve each of the three murder mysteries, players must match their wits with Sherlock himself. The video portion of the game was produced like a short feature film with 50 speaking parts for 25 actors, 70 period costumes and 25 Victorian sets needed to create the illusion. Programmers then digitised the video and blended these images with computer generated graphics and hand-drawn illustrations. The dialogue audio was also digitised and synchronised with the video scenes. Don't miss it. ★★★★

usual popular songs from the past are included in these two discs. ★★★

Musicolour

Virgin Games £34.99

Teach yourself how to compose and read music via the world-renowned Candida Tobin method. No previous musical knowledge is necessary. Ideal for primary school children, *Musicolour* can be used as part of the National Curriculum. ★★★

Music Maker

CDTV Publishing £34.99

Anyone can create music with this easy-to-use program. Choose one of the 17 song tracks, select one of the 40 instruments and away you go. ★★★

Voice FX

Microdeal £19.99

'Sing along with your favourite artist and change your voice from Burl Ives or Michael Jackson to Terminator 2 or R2D2,' goes the sales pitch. This is real-time voice-changing software and is for use with *Voice Master*. *Voice FX* has 11 different effects such as pitch down, reverse, robot, ramp and reverb. ★★

Voice Master

Microdeal £39.99

This microphone and interface allows you to scream at programs like *Asterix et Fils Learn French* (Eurotalk) or *Voice FX* (Microdeal). ★★★★

REFERENCE

The American Heritage Illustrated Encyclopedic Dictionary

Xiphias £49.99

Why must the Yanks spell words differently like 'color' and 'thru'? Not much substance here for your cash. Over 180,000 entries with 3,000 colour illustrations and an automated word pronouncer and speller. What about a British version? ★★

Complete Works of Shakespeare

Animated Pixels £29.99

Read all the plays, poems and sonnets that have become part and parcel of English history. Instant search facility for single word or phrase. Complete with woodcut illustrations. ★★★★

Dr. Wellman – Family Health Adviser

CDTV Publishing £54.99

Expensive way for hypochondriacs to electronically browse through their worst nightmares. Provides a dictionary of over 600 explanations for medical names, terms, symptoms and conditions. Around the world section gives some handy tips for worried travellers. ★★★

Hutchinson Encyclopaedia

CDTV Publishing £49.99

Reference tool with over 25,000 entries, 1.5 million words, 250 sound clips and 2,000 photographs. Supplied 'free' with the CDTV. ★★★

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SimCity

Maxis £29.99

Managing a town and community sounds boring, but this game is incredible. No wonder it's picked up more awards than anybody can care to remember. *SimCity* lets you create your own city complete with homes, shops, factories, parks, crime, sea ports, fire stations, airports, pollution, sports stadiums and, yeah, little people. Bad planning may result in a ghost town or a prison sentence. An 'approval rating' keeps you updated on the progress in winning the hearts and minds of those fickle citizens. If this rating gets too low, you can kiss that cushy mayor's job goodbye forever. Also watch out for floods, earthquakes, fires and even a rampaging monster! ★★★★★

The Illustrated Holy Bible

Animated Pixels £29.99

It's all here! The Bible as you've never seen it before with illustrations. Contains the entire text of the Old and New Testaments together with full colour illustrations. Instant search and slide show facilities are built in. ★★★★

Illustrated Sherlock Holmes

Animated Pixels £34.99

Rediscover the complete set of 60 absorbing stories detailing the exploits of the world's greatest and most eccentric detective. Over 250 colour illustrations relate to the text and there's a quiz for each story. Wouldn't it be great to see a battle of logic between Spock and Sherlock? ★★★★

NASA... The 25th Year

Troika Multimedia £tba

Recapture the excitement of the Apollo moon landings or first space shuttle flight. Adapted from a National Aeronautics and Space Administration (NASA) film, this Troika release employs the CD-XL software technology from Commodore. This produces partial screen motion video at 10 frames per second. Out Soon.

The New Basics Electronic Cookbook

Xiphias £39.99

First appearing back in the days of the Commodore Vic-20, this type of cookbook has never done the job well. Comprises full-colour photographs of 450 recipes and their ingredients with voice-overs by the well-known authors. Budding Fanny Craddocks or even Galloping Gourmets should definitely take a look. ★★

Time Table (series)

Xiphias £39.99 each

Current Time Table titles for the CDTV examine Science and Innovation, Arts and Entertainment and Business, Politics and Media. Titles planned for the future will cover Religion, Human Thought, Sports and Daily Life. A 'hot word' and key word searching facility allows you to quickly skip to the important sections of these detailed multimedia reference works. ★★★

World Vista Atlas

Applied Optical Media £54.99

By the time you've loaded this disc into a caddy, waited for the program to load and located the correct point on its scrolling map, you could have simply picked up a book, got the information required, ordered a pizza and made a cup of coffee. The supplementary information is far more useful than the maps themselves. What a waste of space! ★

the best just got a whole lot better

Big changes are afoot in next month's issue of CU Amiga, Britain's fastest-growing magazine. . .

BUT SERIOUSLY... We've decided to get out the feather duster, put on our pinnies and give CU Amiga a bit of a spring clean. For starters, we're moving up to a bigger-size which means we'll be able to fit even more information onto every page for added VFM. Along with the extra space to play with, we'll be revamping our Blues Pages. From next month, our avidly-read blues section is going to cover the whole gamut of Amiga computing with new columns on programming, Comms, CDTV, and business packages complemented by semi-regular columns on new books, joysticks, education software, DTP and just about anything else we can cram in. By popular request, we'll also be re-introducing tutorials and walk-through guides to some of the most popular Public Domain utilities and reinstating Points of View, where major industry figures get to have their say about the Amiga and all things computing. **GAME ON...** And we're not neglecting our games-coverage, either, as Screen Scene gets a much-needed lick of paint with new layouts, new score-boxes and even more detailed information to help you decide which games to buy. Play-to-Win also gets the remix treatment with more hints and tips sqeezed onto its pages than ever before. **GOING PUBLIC...** With the explosive growth in PD showing no signs of abating, our Demos and PD Utilities sections are both set to expand, too, with more reviews and feature-based material than ever before. There's only going to be one place to look for the best PD reviews, so join us next issue when we reveal all...

THE MAY ISSUE OF BRITAIN'S BEST AMIGA MAGAZINE, CU AMIGA,
IS ON SALE 26 APRIL...
MISS IT AND BE MISINFORMED

DISK DOUBLE

We set the trends, not follow them and, as our double disks go from strength to strength, we've got a whole bundle of surprises in the works which will make CU's disks even better. Forget the rest, just buy the best. . .

THE COMPLETE COLOUR SOLUTION

£179

Vidi ... No 1 in UK & Europe (Leading the way forward)

Get the most out of your Amiga by adding:

"The Complete Colour Solution"

The Worlds ultimate creative leisure product for your Amiga. Capture dynamic high resolution images into your Amiga in less than one second.

And Look No Filters

Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistant and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.

Actual unretouched digitised screenshot

Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitise up to 16 mono frames on a 1meg Amiga.
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
- Cut & Paste areas from one frame to another.
- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interlace.
- Full Palette control.
- Add text or draw within art package.

Amiga Computing: The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

Micro Mart: When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams – in fact to see pictures appearing on screen without the customary two minutes wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

THE COMPLETE COLOUR SOLUTION
£179

Full colour demonstration disk available for only £1.95 to cover P&P.

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ROMBO

SOFTWARE 2000's

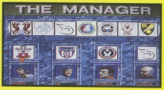
The MANAGER

C+VG HIT!

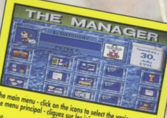
HIGHLIGHTS OF THE GAME!

THE MANAGER

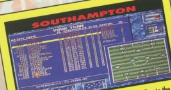
Superb graphics on the introductory screens set the scene for the definitive football management product
Les superbes graphismes des écrans d'introduction annoncent le jeu ultime de football management.
Una superba grafica fin dalle videate di introduzione, imposta la scenografia per il prodotto definitivo di gestione del calcio.



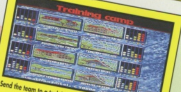
Up to 4 players can take part - choose your teams from the top 3 current league divisions
Vous pouvez être jusqu'à 4 joueurs - choisissez vos équipes dans les 3 premières divisions actuelles.
Possono prendere parte fino a 4 giocatori - scegli le tue squadre dalle prime tre serie.



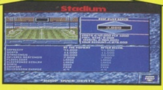
The main menu - click on the icons to select the various options.
Le menu principal - cliquez sur les icônes pour sélectionner les différentes options.
Il menu principale - fai click su un icona per selezionare le varie opzioni.



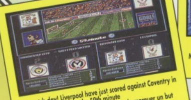
Select your team members and train them according to the strengths and weaknesses of the opposition
Sélectionnez les membres de votre équipe et entraînez-les en fonction des forces et faiblesses de vos adversaires.
Seleziona i membri della tua squadra e allenali in relazione alla forza e alla debolezza del tuo avversario.



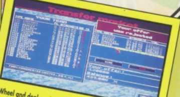
Send the team to a training camp to improve their performance - if you can afford it!
Envoyez votre équipe dans un camp d'entraînement pour qu'elle améliore sa performance -si vous pouvez vous le permettre!
Manda la squadra in ritiro di allenamento per incrementare le sue prestazioni-se te lo puoi permettere!



Upgrade your stadium by installing covered seating.
Modernisation de stade par l'installation de sièges sous abri.
Migliora lo stadio mettendo posti a sedere coperti.



It's match day! Liverpool have just scored against Coventry in the 59th minute
C'est le jour du match! Liverpool vient de marquer un but contre Coventry City.
É il giorno della partita! Al 59o minuto Liverpool ha appena segnato un gol contro il Coventry City.



Wheel and deal on the transfer market to improve your team.
Tirez parti des combines du marché des transferts pour améliorer votre équipe.
Datti da fare sul mercato dei trasferimenti per migliorare la tua squadra.

Screen shots from Amiga version.

SOFTWARE 2000

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between formats in quality and appearance and are subject to the computers specifications.

U.S. GOLD

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